

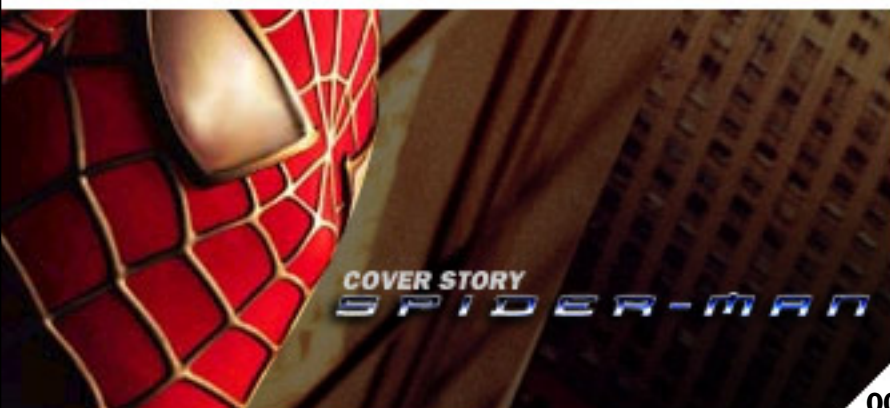
IGN.COM **unplugged**

COMPLETELY FREE
*FOR IGNinsiders



:: ALSO IN THIS ISSUE
:: TEKKEN VS. VIRTUA FIGHTER :: Y PROJECT
:: MAFIA FOR GAMECUBE :: TIMESPLITTERS 2
:: WORLD SERIES BASEBALL FOR XBOX & MORE!
SPIDER-MAN





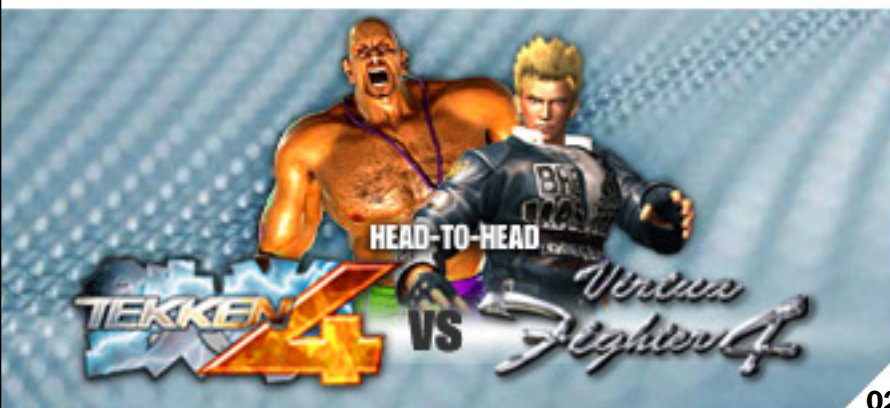
008



013



058



027



Letter from the Editor ::

Happy Birthday Insider

April? It's April already? Holy crap!

You know what that means? IGN Insider is one year old! Debuting on April 12th, 2001, IGN Insider now has over 40,000 members, and we would like to thank each and every one of you for signing up for our subscription service this past year, and we hope you like what you're getting with the service.

But enough about us... What have we done for you lately? Well, for starters, this month Spider-Man is helping us celebrate our birthday. Our main Unplugged feature focuses on both the movie and the games based on the web-slinger. We also have an in-depth interview with the developers of *World Series Baseball* for the Xbox, as well as a head-to-head look at *Tekken* vs. *Virtua Fighter*. All this plus some early looks at *Mafia* and *TimeSplitters 2* for GameCube, *Y Project* for PC, *Kingdom Hearts* for PS2, and our regular assortment of movie, DVD, and gear coverage make this an Unplugged worthy of a party.

Now I'm off to save the world...or drink a bottle of champagne and eat an entire birthday cake, whichever is easier.

Tal Blevins

- Tal Blevins

:: TABLE OF CONTENTS



mail call :: 004
the last page :: 054

gamecube :: 018

Preview: Mafia
Preview: TimeSplitters 2
Preview: Reign of Fire



xbox :: 022

Preview: Murakumo
Preview: Battle Engine Aquila
Preview: Smashing Drive

playstation 2 :: 026

Feature: Tekken 4 vs. Virtua Fighter 4
News: Sony Reveals 3 New PS one Games
Preview: Kingdom Hearts



game boy advance :: 032

Preview: Jet Riders
Preview: Pocky and Rocky with Becky
Preview: Sega Smash Pack

pc games :: 036

Preview: Y Project
Preview: Galactic Civilizations
Preview: Delta Force: Task Force Dagger



entertainment :: 040

DVDs: Jerry Maguire: SE, Not Another Teen Movie: SE
Movies: The Salton Sea, The Scorpion King
Gear: XPlay, Notmad

codes :: 046

Codes: Jedi Knight II: Jedi Outcast (PC)
Codes: Resident Evil (GCN)
Codes: High Heat MLB 2003 (PS2)
Codes: State of Emergency (PS2)
Codes: Virtua Fighter 4 (PS2)
Codes: Dogma: Special Edition (DVD)
Guide: Harvest Moon: STH - part 2



Peer Schneider - Network Director

Steven Horn - Editorial Director

Talmadge Blevins - Editorial Manager

Scott Allen - Director of Design

Wendy Mazzoni - Senior Producer

IGN Insider

Jason Bates - Editor in Chief

IGN PC

Stephen Butts - Editor in Chief

Dan Adams - Editor

Ivan Sulic - Associate Editor

IGN GameCube / N64

Matt Casamassina - Editor in Chief

Fran Mirabella III - Editor

IGN PS2 / PSX

Doug Perry - Editor in Chief

David Smith - Editor

Jeremy Dunham - Editor

IGN Pocket

Craig Harris - Just One Guy in Chief

IGN Xbox

Aaron Boulding - Editor

Hilary Goldstein - Contributing Editor

IGN Guides

Chris Carle - Editor in Chief

IGN Gear

Michael Wiley - Editor in Chief

IGN DVD

Jeremy Conrad - Editor

IGN Filmforce

Brian Zoromski - Editor in Chief

Brian Linder - Editor

IGN Design Team

Marty Smith - Art Director

Dave Vioria - Sr. Visual Designe

Unplugged Copy Editors

Matthew Loewen



The Fine Print:

All contents © 2002 IGN.com/Snowball.com. All rights reserved. IGN Unplugged is published by IGN.com, a division of Snowball.com, 3240 Bayshore Blvd, Brisbane, CA 94005, USA. Reproduction in whole or part is prohibited. Please do not distribute. IGN.com/Snowball.com are not affiliated with the companies or products covered in IGN Unplugged. Unplugged is only available to IGN subscribers. For subscription information, go to <http://insider.ign.com>. Since Tal and Peer will never read this, the designers would like to take the opportunity to point out that they are both completely ignorant sluts.



EMAIL OF THE MONTH ::

CODES SUBMISSION

Below is the result of your feedback form. It was submitted by concreat donkey on Wednesday, August 8, 2001 at 17:07:06

required-email: (email withheld)

required-system: PC

required-title: womes wold party

required-code: concreat donkey

required-message: if u get a concreat donkey and ther are alt of womes in that place use the concreat donkey i will kill all of the womes it hits.

GameCube ::

Doshin Stateside?

Any talk about releasing Doshin the Giant in the states?

– HDP

Fran responds: Nope. We talked to NOA about it, but they seem lukewarm on the idea. Send letters and email to Nintendo requesting it. This is why they finally came around for Animal Forest, and I assure you Doshin the Giant is very fun. If they changed Doshin's appearance to be more US-friendly (i.e. not so weird) I think it'd do alright.

Prime Visuals

You said you got to see some movies of Metroid Prime a while ago. Do the graphics even compare to those of Rogue Leader and Resident Evil?

Fran responds: Certainly they can't compare with Resident Evil because the visual techniques are completely different – Metroid Prime is entirely real-time where RE uses a lot of pre-rendered background and full-motion video animations. I would say that Metroid Prime definitely looks very nice, though. It runs quite quickly at 60 frames per second and more than that the art style is awesome. I think it will really live up to the past Metroid's visual style in terms of areas (e.g. Norfair, Brinstar) feeling so different. There are soft, dusty blues and grays used for the icy areas and deep reds and glowing oranges for hot areas. It feels right, and for that much I'm excited.

PlayStation 2 ::

Nectaris

Has anyone put Military Madness (TurboGrafx) on a CD for computers? Is there a way to connect my old Turbo player to my computer?

– LutzRoughRider1

Dave Smith responds: No, but there was a Neo Nectaris for the PlayStation, which got some sort of eensy localization from Jaleco as "Nectaris: Military Madness." You can also play the original Nectaris/Military Madness on a Turbo emulator (naughty, naughty). If you want to play your Turbo games on your PC screen, just get a plain old TV in/out card.

Port-o-licious

It seems nowadays that game makers make their games for all consoles. With the next generation of consoles here, will they port their games over to PS2, or will it be forgotten?

– Deathday14

Dave Smith responds: If you were around for the last period when there was more than two credible consoles on the market, back in the mid-90s, you wouldn't be asking. This happens whenever publishers smell a chance for quick and easy profits through supporting multiple consoles. The truth is that very few ports have ever made much money or much difference to the success of a console. Original, exclusive games are typically what sell well and move hardware, and despite the arrival of

more powerful competitors, PS2 still has plenty of those games.

DVD ::

Lord of the Rings DVD

Will the 4-disc special edition include both the extended version of the film and the theatrical release or just the extended version?

– Rob

Jeremy responds: As far as we know, the Extended Edition only contains the longer cut of the film as well as different extras from the two-disc set. The special features on the large set are still being finalized.

DVD Demo Discs

I just bought a brand new Dolby Digital/DTS home theater system and I was wondering what DVDs you used to test out or show off a new setup.

– Anonymous

Jeremy responds: At IGN we use the Pod Race sequence on the Star Wars Episode I DVD to test out Dolby Digital on a new system and we use the Canal Chase on the Terminator 2: Ultimate Edition for DTS.

FilmForce/Movies ::

Fire and Reign

Brian, I was wondering what was the latest on that Matthew McConaughey dragon slaying flick. I haven't heard anything about it in months. Is it still coming out? I hope it doesn't suck. Thanks a ton.

– Kelly ►

Linder responds: Kelly, *Reign of Fire* is still on track for a July 12th release. *Reign* has been uncharacteristically quiet for a genre production. This has a lot to do with the fact that the film takes place in a fictional universe and with characters created entirely from scratch. In other words, there's no pre-existing source material that might provoke audience expectations (i.e. comic books, video games, novels, etc.). *The Matrix* had similar beginnings and the studio even used a kind of sleeper approach to publicity in the early going. According to our sources, the first trailer for *Reign of Fire* should show up in theaters this month with *The Scorpion King*!

House of the Dead Film?

Brian – What up? Is it true that they are making movie based on the game *House of the Dead*? I have played that game like a million times. I freakin' love it. It's my life. What's the word? Peace.

– Phat Rat

Linder responds: Umm...Phat Rat, *House of the Dead* is tentatively scheduled to arrive in theaters in the Spring of 2003. Principle photography on the project actually begins this month. German filmmaker Uwe Boll directs, and actor Will Sanderson from TV's *Wolf Lake* is set to star.

PC Games :: Trench Warfare

There are so many WWII games out there, but no real WWI games that I can remember. Why is this? WWI was a lot more brutal than WWII, even though it wasn't nearly as "glorious."

– Andrew

Steve responds: It's the nature of the beast, Andrew. The First World War might have been brutal but from a standpoint of maneuver it's far too static to make a good game. The trenches of WWI made most

offensive operations virtually suicidal. For that reason there was very little opportunity for movement at the frontline.

I think the mobility of units is a key factor in the enjoyment of RTS games. While WWI gave birth to tanks and infiltration tactics (which might make a good small squad game), most other aspects of the war were characterized by the steady attrition of immobile troops. It would be possible to make a great WWI game but it would have to be more focused on the logistics and management aspect of it. I don't know, something like *WWI Tycoon*. The diplomatic aspects could also be interesting but it would have to be a bit more challenging and exciting than *Diplomacy*.

Sexy Vacation

My daughter would like to purchase *The Sims Vacation* today, however, she is only 12 years old. I was told by my pastor's son that in this extension, the Sims can actually have sex. Is this true? Thank you for your assistance.

– Kathy

Ivan responds: In *Hot Date* there are relations to be had, but think of them as more PG versions of sex. Basically there's a Valentines bed. You can then tell your Sims to go to this bed and "play." They climb in, get under the covers, and a little sheet rustling animation plays. It's never said that they actually have sexual intercourse, and it's certainly not graphic, but it is kind of implied.

I suspect your daughter will know what's going on, but probably won't associate it with sin, perversion, or depravity.

We've yet to delve into deeply into *Vacation*, but I don't think it's likely the same "sex" feature that was found in *Hot Date* would be included. I say this because all things in the Sims series of games are essentially objects with scripts that run on them. As these scripts run,

corresponding actions play out on screen (a refrigerator is an object, ruffling through it would be a script). For Electronic Arts to include the same scripts and objects in a new expansion that were already present in an older one doesn't really make sense. Since *Hot Date* had the love making bit, putting it back in *Vacation* may be redundant, and more importantly, may detract sales from *Hot Date*.

So, it's very likely the intimate cuddling is not present, and, if by some slim chance it is, then it would be no worse then what was found in *Hot Date*.

And you're very welcome for the response.

Game Boy :: Not a Final Phantasy.

Since SEGA is out of the console market, and there seems to be a giant rush to port old games to the GBA. How likely is it that we'll get classics like the *Phantasy Star* series on the GBA?

– Jason Hill

Craig responds: You must've missed the announcement a couple weeks ago. Sega and THQ have a co-publishing agreement together, and the two companies will be bringing *Phantasy Star I, II, and III* to the Game Boy Advance in a compilation cartridge, aptly titled *Phantasy Star Collection*. Digital Eclipse is the company responsible for converting the Sega Master System and Sega Genesis data to the Game Boy Advance, and the game should be available by Christmas 2002.

Bad device! Bad! Bad!

Why is it hardware reviews are always hard to come by here at IGN. I want a review on the Flash Card Advance Linker from Lik-Sang.com already! I mean, in your GP32 review you said it even had enough power to emulate nes and arcade, with the flash card advance linker however these options become easily available. Please let ▶

everyone know what there GBA's can do!

– Trey

Craig responds: We're never, ever, ever going to review the Flash Card Advance on IGN for one simple reason: it's a pirate device. The Flash Card Advance Linker is a way to dump GBA cartridges as single PC files which can then be transferred to other people...and the Flash Card allows you to burn a copy of a game to a rewriteable cartridge. Yes, you can, technically, use this to create and test your own programs that you've written...but 99% of the people that buy this thing use it for illegal purposes. Naughty, naughty.

Xbox ::

Beisobol! Beisobol! Beisobol!

When is World Series Baseball due to be released and will it have a franchise mode?

– Matt

Baseball guru Hilary responds: It's looking like WSB will hit shelves in mid-May. Not only will it have a franchise mode, it will have the best franchise mode to ever hit a console. At least, from what we've seen. Not having a chance to spend a few weeks with the game, I can't say for certain the franchise mode won't have bugs. But it is quite impressive in scope. Franchise mode has no ceiling (All-Star Baseball 2003 allows for a maximum of 20 seasons), so could conceivable last you 100 years. Names are randomized from current roster names. So you will get Ichiro Jones as a minor leaguer. What this allows is for the announcers to continue to speak names even 40 seasons down the line, instead of always calling you "the first baseman." What really makes Franchise shine is something we've not yet seen on a console baseball game: manager, coach, and scout stats. At the start of franchise mode, you draft a scout, GM, pitching and hitting coach, and minor league

director. Each has a rating which shows their effectiveness at finding prospects, getting good trades, and developing young talent. Four words: Franchise mode is awesome.

A Correction to our Project Ego Preview

Great review, one minor correction. I think Everquest is actually spelled EverCRACK. Make sure you capitalize the CRACK and you should be good. :)

– Jonathan

Crack smoker Hilary responds: I never capitalize my crack, but thanks for the input. I don't get the love affair with Eversmack. I played it and it wasn't anything like I'd been told to expect. The fights were boring, the graphics were terrible, and I was struggling to stay awake. One person's crack is another person's, uh, something or other.

IGNinsider ::

Franboys at Heart?

Tobor, Let me just say that the newest IGN roundtable was the funniest one yet. My question is, were Matt and Fran just acting like Nintendo fanboys for comedy's sake, or are they actually like that? Honestly, each one of their responses reminded me of "another 500 word essay from a Nintendo fanboy"... Now don't get my wrong, I love Nintendo. In my opinion they make the best games around. But I think it should be painfully obvious to anyone which of the 2 consoles has the best content right now. Anyway, no offense to the IGNcube guys, I love their channel. Thanks for reading my letter and continuing to make IGN the best games site around.

– Sam K.

Jason Bates responds: Sam, having roomed with each of those guys for at least a year each, I can tell you straight up that they weren't putting on an act, they really are like that. When Matt isn't sitting at home

playing Nintendo games, he's surfing the web and posting on Nintendo message boards, and cruising eBay for more Nintendo t-shirts, coffee mugs, and bathroom slippers to add to his collection.

And Fran, well he's an even worse case. Let's just say that Pokemon pajamas shouldn't be sold in adult sizes.

Robot Spelled Backwards

Dear Robot spelled backwards, just a few questions:

1. You are Jason Bates right?
2. If you are, you got to look down Gillian Anderson's blouse? Any videos of that? (j/k)
3. What is Craig talking about with someone blowing up at E3?
4. Uh...I had some other stuff but I think I just had a brain fart and it's all gone. Oh yeah the slap Fran jokes are getting pretty old. How long are you guys going to keep making fun of him? I trust his reviews more then I trust Matt's, if you make it hard for him to want to work there you might not get someone who likes to play the same kind of games I do.
5. What multiplatform gaming magazine just got cancelled? I know that at Publix I no longer see GamePro on the shelf.
6. Right that's it then. I was tired so you prolly shouldn't post this. I doubt it makes sense.

– Jacob H.

Jason Bates responds:

1. Yes!
2. Yes, entirely by accident, and no, certainly not! (For those of you playing along at home, Jacob is asking about Roundtable #44, easily found at: insider.ign.com/roundtable.html)
3. It was one of those 'you had to be there' Roundtable posts.
4. I can proudly say I've never made a 'Slap Fran' joke.
5. I was referring to Next Generation magazine.
6. Yeah, but this issue's Unplugged Letters column was a little light, so you got in. Congrats! ■

COMPUSA's game fixx

we're your connection!

Are You A Hardcore Gamer? Join The Club That Proves It!

NOW ONLY \$49.99

Join Now and Get:

- FREE Hardcore Tournaments
- 10% off Purchases*
- FREE T-Shirt
- Kick @\$\$ contests That Rock!
- One Year FREE IGN Insider Membership**

COMPUSA's
game fixx

we're your connection!

TERMINATOR
JOHN DOE

0000 0000 0000 0000

Valid through 01/02

micronpc



SIDEWINDER

AMD

hardcore

Join Today At www.gamefixx.com Or The CompUSA Store Nearest You!

*10% discount does not apply to desktops, notebooks, monitors, printers, home consumer electronics, dvd/vcr movies, digital cameras, plasma televisions, digital camcorders and console / handheld gaming systems. Discount cannot be combined with any other promotions such as InstantSavings, Price Breaks, etc. Final price not to fall below CompUSA's cost.

Membership valid for one year. **Internet service required to obtain your complimentary IGN Insider subscription. Due to IGN.com privacy policies, IGN Insider subscription is not available to game fixx club members under the age of 13. For more information on game fixx club memberships, please visit us online at www.gamefixx.com.

Terms and conditions are subject to change. Visit www.gamefixx.com/terms.asp for updated information. All Rights Reserved. game fixx and gamefixx.com are service marks of CompUSA. CompUSA is a registered trademark of CompUSA Management Company. © 2002 CompUSA Management Company.

SPIDER-MAN



Waiting for the Spider, Man

IGN FilmForce resident web-slinger expert and script reviewer KJB takes a look at the development of the Spider-Man movie.

By KJB

One of the side effects of making a living writing about movies is that every person you know (and many people you don't) asks you about upcoming movies. Your mother asks you about the Jodie Foster movie, your brother-in-law wants to know how scary *Resident Evil* is, and your kid's teacher desperately wants to know if Sean Connery has anything coming out soon. It's a daily occurrence, and you just learn to go with it. It comes with the territory.

Listening to everyone else's opinion is another part of the territory, and one of the films everyone seems to have an opinion on right now is Sony's upcoming release of *Spider-Man*.

"Oh GOD, not another super hero movie," gripes the girl at the grocery store as she spots my red sweatshirt for the film. She has good reason to be skeptical. Superhero films have been a dime a dozen the past several years, and many of them haven't been very good. The *Batman* films flamed out in a spectacular fashion, and most other attempts have either gone straight to video (*Captain America*, *The Punisher*), remained unreleased (*The Fantastic Four*), or have set up permanent residence in the seventh ring of development hell (*Wonder Woman* and *Ghost Rider*).

Spider-Man is the highest profile character to have never had his own theatrical film. With the *Superman* and *Batman* film series both going through serious revamping, *Spider-Man* stands to be the biggest superhero film ever. Once the best selling comic book character ever (the web slinger passed DC's *Superman* in sales in the late '70s), *Spider-Man* merchandise could be found almost anywhere even before there was a film in the works. Now that we're a little over a month away from release, *Spider-Man* movie merchandise is all over the place. Toys, Underoos, and breakfast cereals are in every store in the U.S., bringing with them the inevitable backlash from the hype police. ►

SPIDER-MAN

Which brings us back to our grocery checkout girl/psychic film critic and her thoughts on *Spider-Man*. "Why bother with another movie about some guy in tights who fights crime? They're all pretty much the same."

In most cases, she'd be right. In a field where most of the superheroes can be traced back to the inspiration of either Superman or Batman, Spider-Man stands out. Most superheroes are defined by the villains they fight, but Spider-Man is defined more by his civilian life. Yes, Spider-Man fights deranged bad guys in funny suits, but where Superman, Batman, and most others like them structure their day around those fights, Spider-Man usually has to face some pretty serious consequences for taking part in those fights. In fact, Peter Parker seems to do nothing but pay the consequences for Spider-Man's actions. Spider-Man has to save children from a burning building, causing Peter Parker to be late for work, resulting in Parker losing his job. How many times have Bats or Supes had to worry about *that*?

Even Parker's career has taken drastic turns because of Spider-Man. A gifted scientist, Parker has to resort to dropping out of college and selling photos of himself in action as Spider-Man to pay the bills. Web fluid doesn't come cheap, and then there are all of those hours spent learning to sew spandex. He loses girlfriends because he has to duck out on dates, and his poor old Aunt May just doesn't understand why dear Petey isn't living up to his potential. In short, civilian life for Spider-Man sucks. It's no surprise every kid would want to be Superman, but anyone in their right mind would get on their knees and thank God they *were*n't Spider-Man. All the same? Hardly.

The complaints don't just come from the casual moviegoer who hopes for something worthy of their 8 bucks for a ticket to the show. The comic book faithful have been speaking their minds as well. "They're messing with the character too much for the movie," one long time comic book fan likes to complain every time I'm around to listen. "Organic web shooters? What an idiotic idea. I'd like to shoot Cameron for coming up with *that* one!"

I'm not going to sit here and try to change the mind anyone who has taken the time to either create or sign an online petition against the damn things, but I will say this: Don't blame James Cameron. While his treatment of the film is absolutely dreadful, the credit/blame for the plot device fans love to hate is none other than Leslie Stevens'.

Stevens came to the project in the early '80s and penned one of the earliest treatments for Cannon Films. Stevens had a long history of working on genre projects. Best

known for his work on the classic *Outer Limits* television series, Stevens also worked on *Battlestar Galactica* and *Buck Rogers*. Okay, so maybe those last two aren't the best items on his resume, but hey, he worked on *Outer Limits*, so we'll cut the poor guy some slack.

Adapting something like *Spider-Man* to the big screen isn't the easiest thing to do. You can't just grab a stack of the comics and re-write them in script format. Things that work in the pages of a comic book look pretty silly once they're blown up onto the big screen. Leslie Stevens tried to go back to the beginning and make some tweaks to help explain the character to the audience members unfamiliar with the back-story. This approach had been fairly successful with the *Superman* films, and the hope was that *Spider-Man* would be an even bigger film franchise for the studio. In working on the treatment, Stevens wondered if it were possible for Peter Parker to have gotten more super powers from the radioactive spider than he got. Sure, super strength and the ability to stick to walls were cool, but the obvious thing would be the ability to make his own webs. In the comics, Peter Parker, the boy genius, came up with his own secret formula that allowed him to spin webs. Peter then created his own wrist-mounted devices that would enable him to fire the solution in the form of various kinds of webbing. Stevens wondered if this could be consolidated into the origin story to help move the overall story along.

Using the idea that he shoots the webbing from his wrists, Stevens ▶



SPIDER-MAN

worked in the idea of small slits in Peter's wrists that would give him the ability to spin webs. This is the one change that has somehow managed to survive in every draft and script treatment for the film since then.

Vehement protests from the die-hard fans aside, the change does make some cinematic sense. Instead of spending a fair amount of screen time showing the creation of the web solution and the web shooters, the film is able to get on with the larger story. Still, once the idea of the organic web shooters (or "web jets" as they were also called) reached the fans after the Cameron drafts, the webbing really hit the fan.

When David Koepp took over the screenwriting chores in early 2000, the revolt against the organic web shooters had reached an almost embarrassing level. In an attempt

to appease fans, Koepp introduced the idea of the web spinners. Peter Parker/Spider-Man would still shoot the webbing from slits in his wrists but would need mechanical assistance that looked a great deal like the traditional web shooters from the comics. Peter still gets to show off his creative abilities by creating the devices but also gets to keep the new super ability. This still doesn't sit well with most fans, but it's going to be the best we get, so we're just going to have to deal with it.

Once photos from the set started hitting the web, the e-mails started in, especially once the fans got a look at the ►



Webhead Convergence::

For once, a game and the movie it's based on, are both looking good.

It's rare when a videogame that's based on a movie is in any way respectable. Ninety-nine percent of the time they suck. Every single year see a dozens of videogames that are conceived in a box, usually adhering to a preconceived storyline, and certainly contained by the movie studios to stick with the movie. They're conceived as complements to the movie, not actually games on their own merit. And we get to review them. Blech.

Spider-Man bucks the theory. It's loosely based on the movie, focusing on Peter Parker's coming of age as a young man confronting his split super-hero personality, yet the gameplay is anything but canned. Building on previous games on PlayStation, this next-generation Spider-Man shines with excellent graphics, huge environments, a slew of enemies who don't appear in the movie (Scorpion, Vulture, Shocker), and the voice talents of Tobey Maguire, Willem Dafoe, and Bruce Campbell.

Spider-Man, due out for GameCube, PC, PS2, and Xbox on April 16, precedes the movie by the same name by two weeks (May 3). Both the game and the movie shouldn't be ignored.

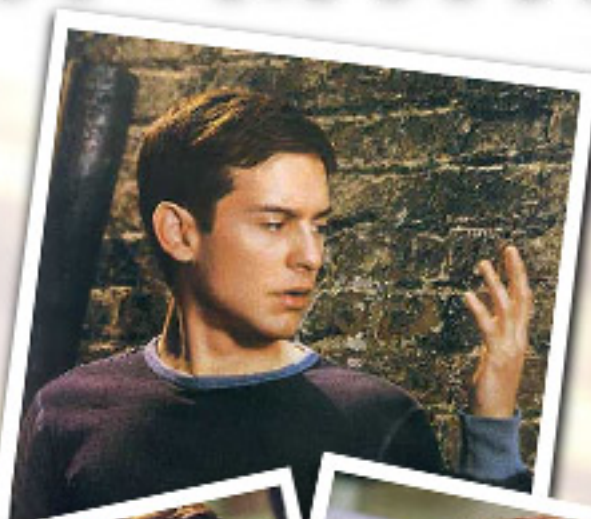
SPIDER-MAN

Green Goblin costume. While reaction to the Spider-Man costume has been mostly positive, the reaction to the Green Goblin costume has been equally negative. "What the hell is that on his head?" one fan emailed. "It looks like a bicycle helmet." While I don't think anyone expected anything even close to the original green and purple fright mask design of the original, I think most of the fans were hoping for something a little better. The shots from the trailer have helped a little, restoring some of the faith of the fans, but the consensus still seems to be that the Goblin costume sucks. "How am I supposed to be scared of *that*?" one fan asked me at a recent convention. I had to agree – if I saw that flying at me I'd probably be more concerned with where I could get one of those cool glider things rather than cringe in fear from the guy in freaky suit.

"What would be really cool is if they would add some of the other characters from the comic books," one e-mail enthusiastically offered. This e-mail went on to say that just having some of the background characters and the Green Goblin weren't enough. He wanted more. We almost got it, and the results would have been disastrous.

In the early drafts of the script, another classic Spider-Man villain took center stage. Taking a page from the original *Batman* screenplay, the origins of Spider-Man and arch-nemesis Doctor Octopus (a.k.a. Doc Ock) were tied together – Doc Ock conducted the experiment that irradiated the spider that eventually bit Peter Parker. The resulting accident caused the permanent fusing of the not-so-good Doctor's mechanical arms to his torso. After a number of drafts, it was obvious that Doc Ock just wasn't working out as a primary villain. Ock has never been the most menacing of Spider-Man's rogues gallery, and the version in the screenplays wasn't much more intimidating. Koepp took a shot at using the Green Goblin but didn't want to jettison Doc Ock completely. In this draft, we have not one but *three* origin stories: Spider-Man, Doc Ock, and the Green Goblin. The result is a story heavy in beginnings but light on story content. It didn't take long for Doc to be shown the door in favor of the more menacing Goblin.

But what about other characters from the comics? A hallmark of Marvel comics has always been the appearance of characters in each other's books. It was nothing for Captain America, the Fantastic Four, the X-Men, or any other Marvel character to appear in a Spider-Man comic. The gun-toting vigilante The Punisher made his first appearance in the pages of *Spider-Man* and was considered a supporting character in that book for some time. Ironically, Punisher got a shot at the movies long



SPIDER-MAN

before Spidey ever did. The film, recently released on DVD, is still a perfect example of how not to translate a comic book character to film. Unfortunately, the way rights are bought, sold and traded in Hollywood, the contracts are very specific as to which characters can and cannot be used. So don't hold your breath waiting for that Spider-Man/Daredevil crossover movie.

"So, is the film going to be any good?" I get this one a lot. Just because I've read the shooting script and been on the

set doesn't mean I can tell if the film will be any good or not. To be honest, I've read a lot of good scripts that became bad movies and some mediocre scripts that became pretty good movies. How's that for non-committal? Unlike our friend working the checkout who seems to be able to judge a film before it's released, I can't make a guarantee, but judging by the script, the director (Sam Raimi), the footage released so far, and the cast, I'd be a lot more willing to stand in line for this one than a lot of other movies being released this summer.

— KJB, IGN FilmForce ■



Portable Spider-Man::

The GBA gets its own version of the web-slinger.

Though the web-slinger's making his debut on the Xbox, PlayStation and GameCube this month, Spider-Man's already made his first trip to the Game Boy Advance in a side-scrolling adventure: Spider-Man: Enter Electro, released last September. But Activision's using the upcoming theatrical film and multi-platform game as a vehicle for the superhero's next portable title, simply titled Spider-Man, shipping day and date with the big boys this month.

Though Vicarious Visions handled the original Game Boy Advance Spider-Man title, Activision went with Digital Eclipse for his second time around. Unlike the console versions, this Spider-Man adventure isn't entirely based on situations from the film...the game's storyline is its own. Spider-Man will still have to use his arachnid abilities, swinging from webs and clinging to walls and ceilings in order to sneak up on the bad guys populating New York City.

The original game tried for a somewhat photorealistic look -- the new game is trying for a more comic book feel, with pastel colors and exaggerated animations.

SEGA SPORTS WORLD SERIES BASEBALL



PLAY
BALL

**Sega's World Series Baseball
is looking to bring the heat on
the Xbox. >>>**

PLAY BALL

The smell of freshly cut grass and garlic fries is in the air, Mark McGwire's retired but Barry Bonds is back, and baseball is reborn for 2002. Sega Sports is getting in on our love for America's favorite pastime with *World Series Baseball*, built exclusively for the Xbox. Blue Shift is handling the programming and Visual Concepts is the developer on record, even though there's no "2" and no "K" anywhere in the title.

World Series Baseball for the Xbox will be looking to improve just about every aspect of what we saw in *World Series Baseball 2K2* on the Dreamcast. The focus has been to make everything better and sharper in the graphics and gameplay department and to more or less rebuild the franchise mode into something baseball fans can really appreciate. A hearty franchise mode is especially important for a baseball videogame because the most dedicated fans will have no problem appreciating the ups and downs of a full 162 game schedule. It's imperative to have all of the stat tracking, drama, and off the field activities that make baseball seasons so intriguing.

We had a chance to talk with Dave Perkinson, the producer of *World Series Baseball*. We had a lot of questions, and he had plenty of answers, but through it all we still shared a common hatred for the Yankees that will give us a whole new perspective on *World Series Baseball*.

IGN: So we saw you're going to have the throwback uniforms like the Houston Astros' clown suits from the 1980s. How'd you pick which era to choose for the unis?

Dave Perkinson: It was just a matter of finding the most obnoxious, loud, misconceived uniforms in the history of the sport and get 'em in the game because they're the most fun. We've got the Houston Astros sort of Jell-O uniforms with all of the red, orange, and blue stripes on 'em. We've got the Oakland A's with that horrible yellow jersey. We've got Philadelphia's red on red, and just anything that's a true abomination of fashion, we tried to get. In the game they look abominable and fantastic

IGN: How did you decide which Cooperstown Collection players to use in *World Series Baseball 2K3*? You couldn't use all of them right?

DP: No we couldn't use all of them. We tried to get a decent blend of more recent entries into the Hall of Fame so that our younger gamers would stand a better chance of knowing who the players were. You don't want to fill your roster with Lou Boudreau and Bobby Doerr and some other guys that nobody's ever heard of – even though we did actually use Lou Boudreau. So what we tried to do is get as many recent players as possible. But we also had position requirements. We have to carry at least ten pitchers and 15 position players. So we picked the highest profile guys, the guys we felt people would know best. We ended up with Rod Carew, Joe Morgan, Brooks Robinson, Mike Schmidt, Yogi Berra is the catcher, Lou Brock, Rollie Fingers, Bob Gibson, Juan Marichal, Nolan Ryan, Tom Seaver, Reggie Jackson, Ernie Banks, Robin Yount and then there's a couple of others in there. We have ten pitchers and then a back up at every position, that's how we got the 25.

IGN: How many throwback uniforms are there exactly?

DP: There's one for each team, and we just picked the year that they were the most hideous. There's this great book, *Baseball Uniforms of the 20th Century*, that's out of print now and we tried to scare up a copy. Somebody, somewhere in the last ten years or so decided it would be fun to sit down and make a list of every uniform ever worn by any team. So it really gave us a good chance to go through and sort of handpick what we wanted to use. Then we had really talented artists who could look at the image and duplicate the style. In a lot of cases, logos have changed, and it's really hard to track down old logos, so we had to re-create some of them by hand. ▶



PLAY BALL

IGN: You scanned the faces of real Major Leaguers into the game. How many contemporary player faces are featured?

DP: We have 900 player heads. The Major League Baseball Players Association and Major League Baseball partnered with a company and they did full 3D scans of as many Major League players as they could. It was great for us, because usually what we had to do was make a head using a small 2D picture we were provided with. This gave us the opportunity to not have to do that. We got really really really high-res full 3D player heads and we had the chance to make them as authentic as possible.

We were also able to animate those heads so we'll be getting some nice facial animations on high-resolution player heads.

IGN: Which way does *WSB* lean on the simulation-arcade spectrum?

DP: We attempt to have it appeal to both types of gamers. You're not going to have guys catch on fire when they're hot or baseballs exploding when they leave the ballpark. In that sense, it's more of a simulation game. All of the players are modeled to mirror the actual real life player. Everything from their accessories, to their player faces, to the way they perform in the game. We have a really exhausting rating system that we use to make the players in the game as realistic as possible. That said, we don't want the game to be unapproachable for somebody that doesn't know the sport very well. We want to give the person that doesn't know the sport very well a chance to

turn on the game and succeed. What we've done is made the game accessible on the default level. It's not easy. You will lose the first time you play. But there are multiple skill levels built in and multiple ways to refine gameplay elements like pitch speed, cursor size, pitch break. We can turn any cursor on or off, we can turn the strike zone on or off, we can make pitch speed from slow to very fast so there's chances for the high end user to customize the game and make it more playable to their tastes.

IGN: Is there one particular baseball element that you've refined more than the others? For example, some baseball titles take a lot of pride in the fielding mechanisms so players are forced to become good fielders to be successful.

DP: That's a good question. I can't say that there was more attention paid to any one part of the game. The pitcher/batter interface from *World Series 2K2* (on Dreamcast) was really solid and intuitive and provided the user with a really solid level of control without overwhelming them. So what we did for this year's game was refine some of the elements of pitching and hitting. We sped up the pitches and we slowed down the hit ball speed. We added in tons of fielding animations so that players behave more realistically. We improved the gameplay cameras to make fielding more intuitive. If you want to dominate from the mound, you can, but it will depend on who you have on the mound. If you have Greg Maddux on the mound and you think you're gonna win by blowing fastballs past people, it's not gonna happen. If you have Randy Johnson on the mound and you want to try to win throwing hard sliders and fastballs you probably can. It really depends on the player and who you are using in the game. If you want to go up and have Barry Bonds bunt, you can do it, but you're wasting Barry Bonds.

IGN: What are some of the other enhancements you've made to the original Dreamcast version of *World Series Baseball*.

DP: We've added tons and tons and tons of cut scenes to make the game's presentation sharper. We've gone to a two man broadcasting booth. We used Ted Robinson, who's with the New York Mets now, and Mike Krukow from the Giants. We had Mike and Ted in the booth together at ►



PLAY BALL

the same time throwing stuff off each other, so it has a very organic feel to it. We improved our stadiums dramatically. We improved our night lighting dramatically. We improved the player models, the player heads and the uniform textures. Basically what we did with this version was refine gameplay and drastically improve presentation as well as flesh out existing gameplay modes. That includes a completely re-engineered franchise, from the ground up essentially.

IGN: Explain the role front office personnel will have in WSB's improved franchise mode. How important will scouts and coaches really be?

DP: It depends on who you hire. Basically at the beginning of franchise mode you go in and you have to hire coaches. You'll hire a minor league director, manager, batting coach, pitching coach and a scout. Everybody has a rating from A+ to C-. So if you have a philosophy like you want to build a team around pitching, then you will hire guys who's strengths are in the pitching area. Now if you decide that you don't want to spend a lot of money on coaches that will affect the quality of the information that you get back from them on prospects moving forward and even on existing players. Say you hire a coach with a poor pitching rating, you won't really count on him for a lot of quality information on your pitchers.

IGN: But a guy like that wouldn't make Pedro Martinez sucky all of a sudden right?

DP: No. Guys like Pedro are always going to be great. They will get older and they'll have to retire and get more injury prone and all that. The coaches are useful in dealing with rookies and dealing with scouting free agents and kind of giving you advice. Now you can choose to heed their advice or not. That's up to you.

If you've got Mike Piazza on your team, then you know you've got Mike Piazza. The coaches aren't ever going to say "this guy doesn't have a future." I mean, he's Mike Piazza. The younger the player, the more you need the information from the front office personal.

IGN: So the quality of the coach is a measure of how much he'll help you with information, not what he'll do for your

younger players?

DP: The quality of the coach will help the player mature either faster or slower. They can be right, they can be wrong, they can help a player, they can hurt a player. If you have a poor batting coach and you have a prospect with a really high potential rating and he kind of fails to mature it can be because it just wasn't in the cards for him or because the coach couldn't help him. There are literally thousands of lifeline for each player so if you play through the game more than once you won't see a player mature the same way twice. Current players can retire after this year or they can play until they're 45. They can be injury prone or they can be healthy all the way through. It just really depends on what happens when you start your own franchise.

IGN: So suppose I fill my managerial staff with strong pitching coaches and I acquire a prospect that's got great potential to be a slugger. Is he only going to develop as much as I develop him through gameplay or will the coaching staff sort of hold him back from becoming as good as he can be?

DP: Not necessarily. If a guy has really great potential he can succeed regardless. There's just no hard, fast rule.

IGN: Explain how the true to life financial model will work in WSB.

DP: We are doing budgets. You can turn them on, off, random or set them to somewhat realistic Major League ►



PLAY BALL

spending tendencies. So say you set the budgets to random and take over, say, the Twins. Say the Twins are given 450 budget points, that's what they have to work with. If you want to spend 80 points on player X, that's your decision, but you'll be down that many points.

If you choose traditional budgets they'll mirror the current MLB budget size. So larger market teams will have more to spend and smaller market teams will have less. But we didn't want to shoehorn anybody into having to play that way so you can set it to random or custom for all 30 teams. So if you really really really hate the Yankees you can give them nothing to work with.

IGN: Thanks for the interview Dave. We look forward to stepping up to the plate in May.



- Aaron Boulding ■





Fran Mirabella III

This Month in GameCube ::

In March, *Biohazard (Resident Evil)* was released in Japan. As gory as it is, it stands as a reminder that, to date, the GameCube really hasn't seen a lot of content for mature gamers. Yea, it's true that *Rogue Squadron II*, *Agent Under Fire*, and *Batman Vengeance* could be considered suitable for more mature gamers, but they've been far and few in between. This is undoubtedly one of the biggest problems Nintendo is facing right now. Despite titles like *Super Smash Bros. Melee*, *Pikmin*, *Super Monkey Ball*, and *Wave Race: Blue Storm* being fun, they don't quite have older gamers flocking to the GameCube like *Grand Theft Auto III* has players swarming to the PS2. When *Resident Evil* releases on the GameCube in the US this month, adult gamers will have a very good reason to pick up a GameCube.

Of course, there's more mature content to come. *RE* is only the beginning of what will hopefully be a fuller library of adult-oriented software. With that in mind, we've chosen to preview three upcoming mature titles: *TimeSplitters 2*, *Mafia*, and *Reign of Fire*. Check 'em out.

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.



Featured Preview ::

019 :: Mafia

Also In This Issue ::

020 :: Preview: TimeSplitters 2

021 :: Preview: Reign of Fire



Preview :: TimeSplitters 2

Ex-Rare members return to GameCube with a new first-person shooter.



Preview :: Reign of Fire

Save the human race from fire-breathing dragons, or support the evil and fry them.

Editor's Most Wanted ::

- 1 :: Legend of Zelda
- 2 :: Metroid Prime
- 3 :: Mario Sunshine
- 4 :: F-Zero GC
- 5 :: Mario Tennis

Office Abuse ::
For a year and a half,
Matt Casamassina was
Fran's roommate.



GameCube :: Preview

MAFIA

Mobsters shoot up Nintendo's next-generation console.

Nintendo recently announced that a version of the Take Two Interactive published *Mafia* would be coming to GameCube in the third quarter of this year. The title, developed by Illusion Softworks, takes players to the 1930s and introduces them to life in the Mafia. Think of it as *Grand Theft Auto 3* at the beginning of organized crime, and you've got it.

Mafia stars players as Tommy Angelo, an ex-cab driver turned Mafioso. He's a good guy, or at least he tries to be, but even good guys have to make a living. After a series of events force him to join up with some goons from the Mafia, Tommy quickly gains notoriety for performing the occasional odd job for his Italian friends. But as he sinks deeper into the corruption of the group, he soon begins to question whether or not his new life was ill chosen.

The title, in development initially for PC, runs on a custom created "LS3D" engine, which allows the development studio to build gargantuan environments that still overflow with crisp texture detail, animated objects, shadows and lighting effects, and much, much more. But the engine also enables Illusion Softworks to create beautiful indoor environments – more than 30 – that realize even more detail, all with a solid framerate, too.

Mafia's gameplay scenarios, third-person in nature and very akin to the DMA Design created *GTA3*, seed you exploring a 12-mile city – a fictional place inspired by actual locations from 1930s Mafia hot spots and major cities of the time. The city, populated with people, vehicles, and of course police, among other things, is ripe for a young buck to take advantage of...and that's where

you come in. A variety of missions, at least 20, start you off slow, from bank robberies to transporting alcohol over the border to collecting protection money. But as you gain experience, the missions become more difficult and start to include such activities as shootouts with the police, massive car chases, and assassinations.

There are more than 60 authentically modeled cars from the era, and all of them can be driven at one point or another, according to developer Illusion Softworks. Similarly, you can use a variety of killing weapons, from baseball bats to sawed-off shotguns to Magnums...even the legendary Tommy gun. Definitely not your typical arsenal, but hey – being part of the Mafia means being creative.

Mafia obviously has the mature-rating written all over it. With lots of mobster carnage and even more bloodshed, the game should go far towards changing GameCube's misconceived kid-centric image. Look for it later this year.

– Matt Casamassina ■



Details ::

Publisher :: Take Two Interactive

Developer :: Illusion Softworks

Genre :: Action

of Players :: 1

Release Date :: Q3 2002



GameCube :: Preview

TIMESPLITTERS 2

Ex-Rare members return to GameCube with a new first-person shooter.

One of the initial compelling first-person shooters to release for PlayStation 2 was *TimeSplitters* from UK developer Free Radical Design, a company formed – at least partially – by some ex-Rare and indeed *GoldenEye 007* team members. Of course, this immediately caused a stir, and everyone seemed convinced that *TimeSplitters* would thus be the next *GoldenEye*, except for Sony's console. In the end, it wasn't – but it was at least a fun first-person shooter, if a little shallow.

But Free Radical Design went back to the drawing board and has returned a year later with *TimeSplitters 2*, a revamped, faster, prettier, more intuitively designed version of its flagship shooter. And you know what? This time, it looks and plays like *GoldenEye* on many levels. Great news gets even better – it's scheduled to ship for GameCube on the same day it debuts for PlayStation 2 in late September of this year.

TimeSplitters 2's storyline takes you through time itself. Two time-travelling heroes are on the tail of some plotting aliens who just so happen to have been jumping through time, no doubt scheming after something or another. So with this in mind, the shooter locales range from a 1930s Chicago to the American Old West, the Cold War and, of course, the future. The Cold War area, not coincidentally, drops you on a Siberian station that looks almost identical to the one in *GoldenEye 007* for N64, and even features similar weapons and objectives.

Technically speaking, *TimeSplitters 2* has made great strides over the original. It's just as fast, running at a blazing 60 frames per second, which is always welcomed, but the complexity of the environments has been greatly improved so that objects appear to have more detail, architecture looks more rounded, and all the textures are more befitting of a next-generation product. There is an advanced particle system in place so that, for example, the snow in the Siberia levels drops and glides realistically as you make your way about the level. There are touched up sniper modes, blurring effects, sparks, flickering flames, boiling liquids, particle trails, bullet holes, and much, much more. It's a very well put together package.

The game will of course feature a healthy selection of different missions objectives, resulting in a refreshing blend of no-holds-barred action and stealth, which is what made Rare's shooter so much fun to begin with.

TimeSplitters 2 has already been seen up and running on Nintendo's next-generation hardware, and silky smooth at that. The title will debut in late September for

GameCube, marking Eidos' first release for the system and ringing in some first-person shooter madness for console owners. – **Matt Casamassina** ■



Details ::

Publisher :: Eidos

Developer :: Free Radical Design

Genre :: First-Person Shooter

of Players :: 4

Release Date :: September 2002



GameCube :: Preview

REIGN OF FIRE

Save the human race from fire-breathing dragons, or support the evil and fry them yourself.

Bam! Entertainment is currently on a warpath to become a well-recognized publisher. No longer just known for Powerpuff Girls, Bam! is currently working on several movie-based games. The company recently released a port of Driven for GameCube and is now working with developer Kuju Entertainment to bring Reign of Fire from the big screen to GCN. With PlayStation 2 as the lead platform, it appears the game will be another port. However, with both titles releasing in the same time frame, the GCN version's appeal may come in the form of a graphical advantage.

Reign of Fire is based on the upcoming summer 2002 movie of the same name. It's the year 2024, and highly evolved dragons are the dominant species on the planet. Few humans still exist. Of them, a courageous Englishman by the name of Quinn and his followers must battle for survival against the fiery giants. Taking refuge in an abandoned castle, they conveniently run into an American dragon-slayer named Van Zan (played by Matthew McConaughey) and his motley crew. His team is planning a movement: they will go to London to fight the dragons. You'll have to see the movie to find out if they're successful or not, or – even better – slay the dragons yourself when the GameCube title releases this fall.

Little information has been released regarding gameplay mechanics, but what we do know is that you will be able to choose sides. If you're not interested in slaying the dragons, your time is better-spent wreaking havoc on the humans, and Reign of Fire lets you do that. The first screens of the PlayStation 2 version have been released, and they demonstrate very atmospheric environments. It



almost looks a bit like a war-simulation, featuring gritty scenery and dark visuals. Dusk offers the backdrop for military vehicles and gunfire. We've yet to see the dragons, but Bam! promises that Reign of Fire will capture all of the movie's excitement, tension, and jaw-dropping special effects in one spectacular pyrotechnic maelstrom.

Look for hands-on of the title in the future. Reign of Fire is scheduled for a fall 2002 release on GameCube.

– Fran Mirabella III ■



Details ::

Publisher :: BAM! Entertainment

Developer :: Kuju Entertainment

Genre :: Action

of Players :: 1

Release Date :: Fall 2002



Aaron Boulding

This Month in Xbox ::

This is the time of year when patience is everything. Around the IGN offices we call it the pre-E3 lull because most companies are holding all of their announcements and big news stories for that giant annual videogames show. Microsoft still has a few announcements up their sleeves that we'll get for you well before E3, and there are a couple of big third party games that need to be exposed as well. In the meantime, however, you'll be treated to plenty of fun with healthy doses of IGN's wicked humor and grammatical expertise. We may get into trouble, but it's worth the risk.

It's important to keep an eye on the smaller overseas developers, so this month we pull the veil back on *Battle Engine Aquila*, a promising shooter out of Europe, and *Murakumo*, the promising mech title from From Software. *Smashing Drive* is a port of Namco's Game-Cube title, but it's still a game you need to know about.

For more Xbox news, reviews, previews, and more, visit:
<http://xbox.ign.com>.



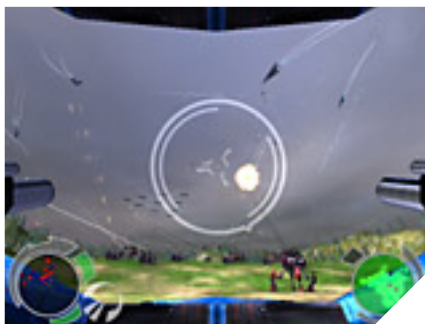
Featured Preview ::

023 :: Murakumo

Also In This Issue ::

024 :: Preview: Battle Engine Aquila

025 :: Preview: Smashing Drive



Preview: Battle Engine Aquila

Prepare for battle! We take a look at Infogrames' upcoming mech FPS



Preview: Smashing Drive

A not-so-smashing look at Namco's arcade car masher.

Editor's Most Wanted ::

- 1 :: Crimson Skies
- 2 :: Project Ego
- 3 :: NCAA Football 2003
- 4 :: The World Cup (the event, not the game)
- 5 :: Crazy Taxi 3

Office Abuse ::

The best way to torture Jeremy Conrad is to chain him to his desk, gag him with a sweat sock and offer your ill-informed opinions about *Episode II*, *Lord of the Rings*, or the Xbox while standing about 20 feet away...just within earshot.



Xbox :: Preview MURAKUMO

Sure, you've played mech games before, but now you're going to be racing those walking tanks.

Often the best part about mech games coming out of Japan is the backstory players are given to explain exactly why there are gigantic, heavily armed, humanoid shaped robots roaming around cities. From Software's *Murakumo* falls right in place with a story of prosperity and disaster arising from great advances in technology. It seems the world is enamored with these giant mobile battle suits called A.R.Ks (ARTIFICIAL REFLEXIVE KINETICOID) because they're so easy to use (an ARK duplicates human articulation with just a thought from the pilot) and kick so much ass.

But as you can guess, things go horribly awry one day with every ARK in existence, and since the only way to fight ARKs is with other ARKs, the special Murakumo unit is formed to save the day. This isn't your typical mech battle game, however. Racing through the city streets in the battle suit is a significant part of the action in *Murakumo*. You're in a super powered battle suit, so you're not limited by gravity or pavement: it's all about getting there any way you can. The early screenshots make *Murakumo* look like something closely related to *GUNVALKYRIE* with all of its jetpacking and whatnot. When you reach certain areas of town, you'll have to do battle with some of the enemy ARKs that have been wreaking havoc. The depth of the battle modes and how it's balanced with the racing isn't clear at this stage of the game's development.

The main character is Jerry, codenamed Cloudone. He was a pilot for the company that developed the ARK technology, but he became disillusioned when he realized that he was part of the problem and that innocents have suffered because of the technology. You get a tough guy

like that in the cockpit with all kinds of motivation and it just doesn't look good for the bad guys.

Murakumo is scheduled for a summer release in Japan, but a publisher for other territories has not been established yet. – **Aaron Boulding** ■



Details ::

Publisher :: From Software

Developer :: From Software

Genre :: Action-Shooter

of Players :: 1

Release Date :: Summer 2002

**Xbox :: Preview**

BATTLE ENGINE AQUILA

Prepare for battle! we take a look at Infogrames' upcoming mech FPS.

There haven't been too many mech games to hit the console world, and even fewer, if any, that have offered battles on a huge scale – I'm talking battles with thousands of troops. Infogrames and developer Lost Toys are looking to change that with *Battle Engine Aquila*. The first-person mech game ships to Xbox and PS2 later this year and could be the ultimate action title folks are looking for.

Features:

- Detailed, complex battlefields with thousands of units
- Multi-layered strategy, allowing players to choose how to approach each mission
- Massive scale of the variety rarely seen in console games
- Multiplayer split-screen so you can take on your punk-ass friends

You play Hawk. Not Ethan, not Hudson – just Hawk. And your misspent youth is about to be interrupted by a war neither side can hope to win. It's the future, and centuries of pollution and global warming have melted the polar icecaps. See, you should have listened to the EPA, but now it's too late. The world is mostly water now, and many of the world's citizens are dead – even Kevin Costner. Only the high ground remains as viable living grounds, but there's only so much dry ground to go around. Because men can't solve their differences peacefully, a war has broken out.

Piloting a prototype battle engine, Hawk must work to save the world from destruction. The global fracas involves two quarrelling factions: Forseti and Muspell. It doesn't roll off the tongue quite as well as the Hatfields and McCoys, but it'll do. Combat takes shape on a massive scale, with thousands of units on the battlefield. *Battle Engine Aquila* is the only mech in the game, as far as we know, and will be superior to the tanks, infantry, and even battleships used by the warring factions.

In the battle engine, Hawk can patrol the ground and squash helpless infantry, or take to the air and attack from above. For those thinking *Zone of Enders*, cease and desist. Your mech is a behemoth war machine, towering over the populace.

Outlook

Battle Engine Aquila has a lot of promise, but the gameplay details are pretty vague right now. How complex will the controls be? Will it always be in first-

person? Can you get out of your mech and do things on foot? There are a lot of questions and currently few answers, but we hold out hope for *Battle Engine Aquila*.

– Hilary Goldstein ■



Details ::

Publisher :: Infogrames

Developer :: Lost Toys

Genre :: Action

of Players :: 1

Release Date :: Winter 2002



Xbox :: Preview

SMASHING DRIVE

A not-so-smashing look at Namco's arcade car masher.

I'm always wary of arcade ports. Most arcade games are pretty shallow and don't get much depth added to them when they're ported. This leads to short games with few features and not a lot of replay value. There are, of course, exceptions to the rule. *Smashing Drive*, however, doesn't appear to be one of those exceptions.

Features:

- Completely destructive, fare-driven gameplay
- Leave a path of destruction behind you as you deliver customers to their destinations
- Race against an opponent cab driver
- Clear or even destroy traffic with your ear-piercing "claxon" horn
- Get power-ups including boosts, wings, and a battering ram
- Two-player mode

Smashing Drive is pretty much a straight arcade port. I have to admit, I dug the arcade version. Just hop into a taxi and bash your way towards the goal to get passengers to their destination. Unlike *Crazy Taxi*, you don't get to choose where to go, though there are shortcuts that can be taken along the way. So, the idea of picking up customers and bashing things is very *C. Taxi*-like, but the linear nature of the drive is more like *San Francisco Rush*. Cool when you're only playing it for a three-minute span. But will it hold up on a console?

From what I've seen, it's not looking promising. The visuals and sound are a bit too plain for a console. Everything looks flat; nothing is dynamic. When you sit down to play for an hour, it may just drive you mad. There's just not enough interesting stuff going on to keep you plugged in. The gameplay is extremely simple, which is fine for a combat racer, but the feature set is about as thin as you'll see.

The one addition from the arcade original is multiplayer mode. Other than this, however, *Smashing Drive* is rather sparse. While it's fun to smash into other cars and objects, the game could easily get old fast. There are plenty of short cuts to take in each area, which makes for slightly more replay value. Smashing and bashing can be fun, but the limited nature of the game may kill it.

Outlook

Smashing Drive is about as direct an arcade port as you can get. It's already been ported to the GameCube with fairly lackluster results. Don't expect much of a change

when this game smashes onto Xbox. The graphics will remain rather plain, and there'll be no revolution in gameplay. — **Hilary Goldstein** ■



Details ::

Publisher :: Namco

Developer :: Point of View

Genre :: Racing

of Players :: 2

Release Date :: May 2002



David Smith

This Month in PS2 ::

We have to go to E3 in a couple of months. I'm not looking forward to this. Particularly because I can't decide what to wear – it's going to be either my Boy Scout uniform or an orange high-security prison jumpsuit with "The Electronic Entertainment Expo Is Decadent And Depraved" on the back, but I can't make the final cut.

There will also be games there, but what of it? It's impossible to care too much about any particular game at E3, because there are so many that have to be shoved through the sausage mill of my brain and upchucked onto the site for your viewing enjoyment. The PS2 will be rather more manageable this year, however, since the A-list appears to be a bit thinner this time out, and I can make Doug cover all the platformers coming from Sony, since he's the one who actually likes that sort of thing. Meanwhile, I will go to the Bandai booth, play .hack, and make lots of jokes about Yoshiyuki Sadamoto's sexual preference. Yes indeed.

For PS2 news, reviews, previews and more visit <http://ps2.ign.com>.



Feature ::

027 :: The Fight Is On! Tekken 4 vs. Virtua Fighter 4.

Also In This Issue ::

029 :: News: Sony Reveals Three New PS one Games.

031 :: Preview: Kingdom Hearts



News: Sony Reveals New Games

Lilo and Stitch, Stuart Little 2, and c-12: Final Resistance all coming this summer to PS one.



Preview: Kingdom Hearts

Better, and stranger, than you could possibly imagine.

Editor's Most Wanted ::

- 1 :: Kingdom Hearts
- 2 :: Guilty Gear XX
- 3 :: GunGrave
- 4 :: Beach Spikers
- 5 :: Trigan – The Planet Gunsmoke

Office Abuse ::

David Smith now owns a Super Neo Candy 29 and a six-slot MVS board. But he's still uglier than you are.



PlayStation 2 :: Head-to-Head

The Fight Is On! Tekken 4 vs. Virtua Fighter 4

IGN's editors take a critical look at Sega's and Namco's hardcore fighting gems.

In the mercurial arena of evolving 3D fighters, the flagship title fight between Sega and Namco always has been a hard-fought, brutal fisticuffs affair switching from every new iteration of each series. The loyalists on either side never budge an inch, growing more certain with each new version of their series. Some people prefer newer fighters, such as *Dead or Alive* or even *Soul Calibur*, while others swear by Capcom's latest highly animated 2D marvel in the *Street Fighter* series. However you see it, the battle always exists for the top 3D brawler, and *Tekken* and *Virtua Fighter* rank at top of the heap.

The best-known arguments are just, though they're often muddled by over-zealous gamers. *Tekken* purists claim, and rightfully so, Namco's fighter is layers deep with combos, juggle possibilities, and a technical finesse only acquired by masters. Also, the American public has largely embraced *Tekken* both in the arcades and at home, due to clever additions in the home versions. *Tekken* has all that and more, but it's also mechanical, retains a rather stiff quality in character movement, and lacks subtlety in its defensive scheme. Poke, poke, poke.

Virtua Fighter on the other hand is quick to get to grips with, arcade-friendly, and retains a depth in fighting styles. It's a subtle game that requires deep study since each opponent fights with a completely unique style. It also retains an equal measure of defensive and offensive character moves, keeping it highly balanced. The *Virtua Fighter* series, however, has been largely ignored by the American public due to its subtlety, and has been criticized as too simple, and in various versions has been rightfully attacked as being too "floaty," delivering annoying small arenas, and in *VF3tb*, offering an awkward extra button (for side-stepping).

Perhaps the part that's been hardest on gamers in the last couple of years, with the exception of the excellent *Soul Calibur* and perhaps *DOA3*, is that fighting games haven't grown much. After the same-old-same-old *Tekken Tag Tournament* and the lackluster *Virtua Fighter tb*, there is a lot of pent up desire for good, hardcore fighting from both sides. *Tekken 4* and *Virtua Fighter 4* definitely satisfy that demand.

With the beautiful debut of Sega's iconic *Virtua Fighter 4* arriving on PlayStation 2 this past February and the recent import release of *Tekken 4* in Japan, the system-pushing fighters from the classic arcade makers is on, again, big time. IGN's three-person staff, Jeremy Dunham, David F. Smith and Douglass C. Perry, has taken a look at

each new fighter, and we've each picked our favorite of the two. Naturally, we're comparing the American version of *VF4* and the Japanese version of *Tekken 4*, and there may indeed be a few changes from the Namco camp when the US version arrives, but we expect very few.

Douglass C. Perry – I love to take the underdog position, which would normally be *Virtua Fighter* in this case (though I notice my colleagues both picked *VF4*...). In this particular case, *Tekken*, which has been the PlayStation fighter since the get-go, has always been an excellent game that's grown each and every year, and the import ►

Virtua Fighter 4



Tekken 4





PlayStation 2 :: Head-to-Head

The Fight Is On!
Tekken 4 vs. VF4

version proves the series has grown and evolved, albeit inchingly. The slick 3D movement, wall juggles, and new character moves make for refreshing gameplay for the series, and the graphics and sound have come along accordingly.

But *Virtua Fighter 4* has returned to its roots (specifically, *Virtua Fighter 2*) for a more pure and distilled *Virtua Fighter* experience. All the right changes have been made: Arenas are larger, sometimes walled in, the gravity has been tweaked, and the single-player modes, namely Kumite, are incredibly deep and addictive.

David Smith – This is one of those questions, like home rule for Ireland, that has grown so complex as to become unanswerable. Luckily, nobody has started shooting anyone over it. Yet. When *Tekken 4* arrives in the United States, we will see what happens.

We can all have our little opinions, however, providing violence doesn't ensue, and mine favors *Virtua Fighter 4*, simply for how much it's done to become a worthwhile single-player game. *Tekken* has the usual stack of cool ending movies, and Tekken Force mode is still an amusing diversion, but it hits the usual wall once you've unlocked everything. *VF4*'s Kumite mode stretches out its rewards over a much longer period of time, and the opponent AI puts any other effort in the genre to shame, with a huge difficulty curve and real variation to the CPU's various styles of play. Competitively, you pick 'em, but *VF4* is a far better game to play alone.

Jeremy Dunham – I've been a *Tekken* guy for the last couple of years. Easier to get into, faster, and definitely prettier than the *Virtua Fighter* series, the Mishima brand of fighting was always a better time for me.

This year however, I find myself in a much rougher spot. *Tekken 4* is still a user-friendly, drop-dead gorgeous, feature-packed experience that should send every fighting fan on the planet into a frenzy. But there's just something about the Kumite mode in *Virtua Fighter 4* that forces me to go back to it almost every day. Simulated arcade opponents and customizable characters give Sega's granddaddy slugger the slight edge. What could be cooler than whipping Jacky's ass turbo-style with Lion in poorly coordinated brown pants and an oversized cowboy hat?

The voting was simple, really: It came down to which we wanted to play more, which one brought us back more often, which has changed the most from its last iteration.

It was certainly a non-scientific and casual comparison. And it will certainly be revisited if Namco alters the North American version. But After having far too much fun playing these games repeatedly, each editor cast his vote, and the unanimous winner is *Virtua Fighter 4*. ■

Virtua Fighter 4



Tekken 4



Details :: Tekken 4

Publisher :: Namco

Developer :: Namco

Number of Players :: 2

Release Date :: US: August/September 2002

Details :: Virtua Fighter 4

Publisher :: Sega

Developer :: AM2

Number of Players :: 2

Release Date :: US: February 2002



PlayStation :: News

SONY REVEALS THREE NEW PS ONE GAMES

Lilo and Stitch, Stuart Little 2, and c-12: Final Resistance all coming this summer to PS one.

Even with PlayStation 2 in high gear, Sony Computer Entertainment America continues to provide a steady stream of PS one games for its 30 million North American owners with a smattering of titles. Tying in its games with Disney's summer movies, SCEA is now focusing mostly on younger gamers, and the games show it.

This summer, the younger set will receive two 3D platformers, Lilo and Stitch, a simple 3D platformer that shares numerous similarities with Crash Bandicoot, and Stuart Little 2, a slightly more ambitious kids title filled with mini-games. The third offering developed by Cambridge Studio (the guys who made Medieval and Medieval 2) is aimed at a slightly older crew, and the game is essentially pure action.

Lilo and Stitch

(Developer: Blitz, Release Date: June 2002)

Setting up the story leading into the movie, Lilo and Stitch is a prequel to Disney's summer release, giving players the ability to play as both characters. Designed like Crash Bandicoot, Lilo and Stitch offers restrained gameplay in narrow 3D passages, incorporating lots of jumping, bonking, and naturally, since Stitch has a spin attack, lots of spin attacks.

Much like a crazed Tasmanian devil, Stitch can fill his rage meter, and then let loose an onslaught of hurt on his enemies. As Lilo, players switch to 2D, side-scrolling madness, and get the chance to enjoy attacking enemies with Lilo's voodoo dolls. ▶



Lilo and Stitch



Lilo and Stitch





PlayStation 2 :: News

SONY REVEALS THREE NEW PS ONE GAMES



Stuart Little 2

Stuart Little 2

(Developer: Magenta Software, Release Date: July 2002)

Following the story of the movie, Stuart Little 2 finds the smart mouse embarking on a huge adventure in search of Margello the family bird, who has secretly stolen the family jewels. The story develops into a friendship tale, in which Margello realizes the true meaning of friends.

A traditional 3D platformer, Stuart Little 2 places gamers in the shoes of Stuart, surrounding him with bigger than life environments, which are essentially various parts of the family house. The game offers third-person and first-person perspectives. Stuart can walk, run, climb, jump, double jump, whip enemies with his tail, swim and drive several vehicles. One of the cooler aspects of the game is that it offers 12 hidden mini-games, in which Stuart Little 2 rides a skateboard, drives a car, and more. This could be fun for the little ones.

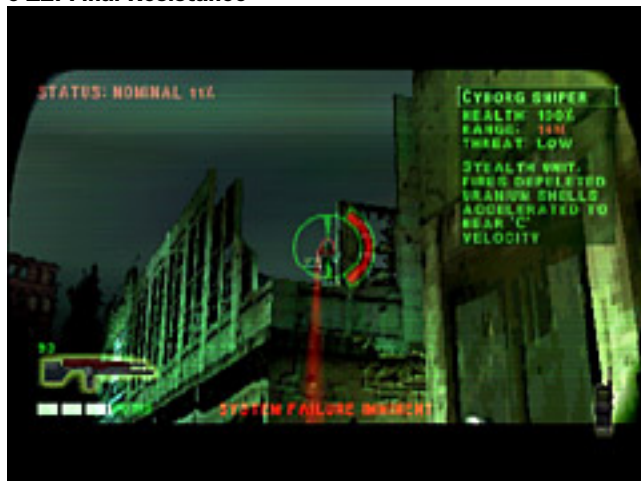
c-12: Final Resistance

(Developer: Cambridge Studio, Release Date: July 2002)

Having shipped to Europeans last April, SCEA finally brought this hardcore 3D action blaster to North Americans. C-12 is a fun, action-based blaster, with decent cutscenes and smart design.

Shown from the third-person perspective, players blast their way out of a world taken over by hostile aliens intent on farming the remaining levels of carbon dioxide (c-12) from Earth. As Reilly Vaughn, you pick up weapons, destroy robots and snipers and lay waste to urban environments. This is our choice. — **Douglass C. Perry** ■

c-12: Final Resistance



c-12: Final Resistance



c-12: Final Resistance





PlayStation 2 :: Preview

KINGDOM HEARTS

Better, and stranger, than you could possibly imagine.

When we saw *Kingdom Hearts* in still form, we thought it was preposterous. When we saw it moving, we thought it just might work. Now, we have played the finished game, and pronounce it just preposterous enough to work. This is a game that Should Not Be, and yet it is, and for this we thank the people at Square and Disney who were mad enough to create it.

It's hard to appreciate the scope of the Disney universe until you see it crammed all into one small space. It's Super Disney Squaresoft Wars, with representatives from four Final Fantasies, *Snow White*, *Cinderella*, *Sleeping Beauty*, *Alice in Wonderland*, *Pinocchio*, *Hercules*, *Mulan*, the *Little Mermaid*, and the bleeding *Nightmare Before Christmas* for good measure. And we're missing more than a few up there. All those characters adds up to an abundance of personality, thanks to first-rate 3D animation. Even the lips synch up perfectly (as they did not in *Final Fantasy X*), and the voice acting packs enough emotion to match the visuals. Honestly, if every single role but the one were terrible, it would still be worth listening just to hear Donald Duck speak Japanese. In case you were wondering, he sounds exactly like Donald Duck, just in Japanese.

Get past Donald Duck ranting in Japanese (which is answered by a hilariously lackadaisical Goofy) and there's attraction to be found in *Kingdom Hearts*' gameplay as well. It's a looser evolution of the action combat to be found in *Dewprism* and *Brave Fencer Musashiden*, with a lower camera angle and closer focus on the character. A lock-on sight and automatic aiming prevents confusion, even against several opponents at once, and a helpful set of sidekicks mixes things up once Donald and Goofy join the party. Chaotic battles have serious visual appeal, and boss monsters fill the screen from the beginning.

Missions and quests seem to stick to the fetch-and-carry formula, but a succession of bizarre worlds keeps the business of exploration interesting, and while the characters are familiar, they've wound up in all kinds of new roles. Squall and Yuffie have crossed the border between their respective Final Fantasies to go into business together, and Cloud Strife has turned into some kind of mummy in Jack Skellington's Halloween Town. The lead characters change form in each area as well, resulting in mind-boggling concepts like Donald Octopus.

As will we all, this fall. *Kingdom Hearts* has evolved from an abomination to a curiosity to, if you'll pardon the pun, the crossover hit of the year. It has a personality and accessible gameplay to appeal to any age – anybody who thinks they're too old for this just hasn't quite grown up yet.

– David Smith ■



Details ::

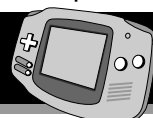
Publisher :: Square EA

Developer :: Square

Genre :: Action - RPG

Number of Players :: 1

Release Date :: Fall 2002



Craig Harris

This Month in GBA ::

The one thing I love about covering the Game Boy Advance market is seeing what developers are pulling off with the hardware. This system wasn't meant to do anything more than scrolling games with rudimentary bitmap 3D effects, yet programmers are squeezing power from this handheld like a sopped-up sponge.

Take what happened earlier last month: Raylight Studios showed off a work-in-progress 3D engine that can pull off several styles of games, including a *Resident Evil* style game with motion-captured models on pre-rendered backgrounds, and a racing engine that can handle a game with the complexity of *Wipeout*. Not too shabby for a seventy-dollar game system that doesn't need a television. And that's only the beginning, as other developers are working on their own versatile graphics engine that'll tap unseen potential.

And developers have had access to the GBA hardware for less than two years. It's going to be interesting to see just what these guys can learn in another year of hard coding the little portable that could.

For more GBA news, reviews, previews, and more, visit <http://gba.ign.com>.



Featured Preview ::

033 :: Jet Riders

Also In This Issue ::

034 :: Preview: Pocky and Rocky with Becky

035 :: Preview: Sega Smash Pack



Pocky and Rocky with Becky

A classic SNES title is brought back to life on the Game Boy Advance.



Sega Smash Pack

The start of something big, as Genesis games come to Nintendo's handheld.

Editor's Most Wanted ::

1 :: Metroid IV

2 :: Golden Sun II

3 :: Kirby Tilt 'n Tumble Advance

4 :: Pokemon GBA

5 :: More Classic Arcade Emulations

Office Humor ::

All Craig needs is a couple of Pokéballs in his hand and he's a happy camper.



Game Boy Advance :: Preview

JET RIDERS

The creators of Warlocked get a little wet and wild on the Game Boy Advance.

The usual, normal approach for developing Game Boy Advance games is that development studios are assigned or hired by publishers to bring one of their products or licenses to life on the handheld. Original games on the portable system are a rarity simply because the payoff might not be there when it's time to find a company willing to publish the title. But it's definitely nice to know that there are a few production teams out there making the move to create non-licensed original games on the GBA...like *Jet Riders* from Bits Studios.

The UK development studio that put together the first real-time strategy game for the Game Boy Color, *Warlocked*, is set out to create a wet-and-wild jetski racing game for the Game Boy Advance. Now the GBA isn't exactly a graphical powerhouse, so to expect a game of the same caliber as, say, *Wave Race: Blue Storm* is a bit on the insane side. But that doesn't mean Bits Studios isn't ready to push the GBA in new directions...

In *Jet Riders*, players control one of six different jetski crafts in a top-down overhead viewpoint, and there will be more than 20 different water courses to conquer, each with their own turns, obstacles, jumps, and specific water conditions. The game won't feature super realistic polygonal graphics, but this 2D engine promises a lot of advances, including multilayered scrolling as well as dynamic water effects that'll definitely rock your watercraft around during the action. A trick system will also come into play during the races, tasking racers to perform stunts like flips, rolls, and even rail grinds when out of the water. What's more, up to four players can enter the race through the use of the Game Boy Advance's link cable support...and you'll only need one copy of the cartridge to leap in and challenge your buddies on another system.

The one kink in the plans: Bits Corp still hasn't announced a publisher for *Jet Riders*. That's the only way this game's ever going to see the light of day on store shelves, since Bits is a game developer...not a distributor. Hopefully the final product will have enough merit for a daring company to scarf up this game for a stateside release. — **Craig Harris** ■



Details ::

Publisher :: TBA

Developer :: Bits Corp

of Players :: 4

Genre :: Racing

Release Date :: TBA 2002



Game Boy Advance :: Preview

POCKY AND ROCKY WITH BECKY

A classic SNES title is brought back to life on the Game Boy Advance.

Sometimes some of the coolest games available are downright quirky in design, and *Pocky & Rocky with Becky* definitely falls into this category. I mean, how many shooters have you played that feature a couple of cute Japanese girls and a pissed-off raccoon? *Pocky & Rocky with Becky* is actually a sequel, believe it or not...you may remember, several years ago, a game called *Pocky and Rocky* that landed on the Super NES system. Well, the game's been revised for play on the Game Boy Advance, and while the concept is pretty similar to the SNES edition, *Pocky & Rocky with Becky* is a brand new adventure for the Game Boy Advance.

An evil, ugly, nasty, and vicious dragon has been awakened from a long slumber. Something really cheesed this guy off, because he's unleashed the world's most feared mythical creatures all across Japan. It's up to you, as either Pocky, a Japanese girl, Rocky, a raccoon, or Becky, Pocky's girlfriend, to wander the land using your magical abilities to wipe out these mean beasts before they do who-knows-what to your precious little village.

The game is pretty much a traditional shooter like *Gradius* or *R-Type*, but instead of taking control of massive ships of destruction, three "ordinary" characters are at your control. All three characters can unleash an endless stream of magical blasts of energy...but each of the three has his or her own special attacks when the going gets rough. The Game Boy Advance adventure features seven huge levels of non-stop action, and each one has its own mini-boss halfway through as well as a gigantic creature towards the end. And these guys aren't pushovers, let me tell you...

The game's being prepped for a spring release, and there's a slight chance you might be able to pick this game up by the time you read this. — **Craig Harris** ■



Details ::

Publisher :: Natsume

Developer :: Taito

of Players :: 2

Genre :: Shooter

Release Date :: April 2002



Game Boy Advance :: Preview

SEGA SMASH PACK

The start of something big, as Genesis games come to Nintendo's handheld.

One of the most requested developments for the Game Boy Advance is for Sega to dive deep into their library of Genesis and arcade games and to pull up a series of GBA ports of Sega's best of the best. With the THQ/Sega co-publishing agreement in full force, it's the start of something big...as the first *Sega Smash Pack* is coming to the GBA this summer.

Smash Pack is a brand that began on the Sega Dreamcast a little more than a year ago, with a development team producing emulated versions of a dozen Genesis games on the Dreamcast console. Unfortunately, the Game Boy Advance doesn't have the luxury of power to spare or nearly unlimited CD-ROM space, so the first *Smash Pack* for the handheld will be a collection of three Genesis games reprogrammed to play on the GBA: *Sonic Spinball*, *Ecco the Dolphin*, and *Golden Axe*.

Sonic Spinball is a pinball game based on the Casino levels established in the *Sonic the Hedgehog* platformer series. In the game, it's up to you to whack Sonic around a series of four gigantic, life-sized pinball machines, collecting rings, destroying objects, and just flatout scoring tons of points while zipping around the playfield at supersonic speeds.

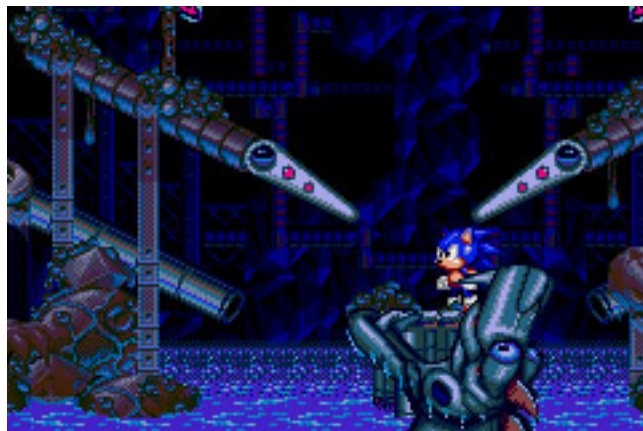
Though the series has been updated for play on the Dreamcast and PlayStation, *Ecco the Dolphin* on the GBA takes the game back to where it began: as a sidescrolling adventure. Players assume the role of the spry, energetic Ecco, set out to rescue his family who mysteriously disappeared from the ocean. Players will have to expertly control this realistic moving sea mammal in several different water-filled locations – but since this guy's a dolphin, you'll be able to make him flip and dive above the surface as well.

Golden Axe is the classic hack-and-slash action titled reduced in size for play on the Game Boy Advance. Players take their pick from one of three different fantasy heroes and take them on the long journey to rid the villages from the evil Death Adder and his minions. Ever fight skeletons on the backs of gigantic eagles? Or ever defend a village floating on the shell of a mighty turtle? That's just the normal fare in the world of *Golden Axe*.

Each of the three games will use the same art, sound, and music assets from their Genesis counterparts, giving the same gameplay experienced on the Sega system over a decade ago. *Sonic Spinball* and *Ecco the Dolphin* were single player adventures, but *Golden Axe* originally allowed

for two players to take on Death Adder. Unfortunately for GBA owners, link cable support will not make it into the final product.

Sega Smash Pack for the Game Boy Advance should be ready to go this June. – **Craig Harris** ■



Details ::

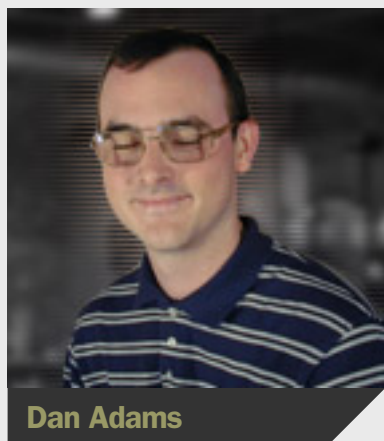
Publisher :: THQ

Developer :: Codefire/Sega

of Players :: 1

Genre :: Compilation

Release Date :: June 2002



Dan Adams

This Month in PC ::

While much of the world outside, and some places inside of the United States, seem to be really pissed off, I can inconsiderately and selfishly say that life hasn't been too bad lately. Aside from the never-ending stream of mediocre RTS games that flow unerringly my way, there have actually been some games that I've seen and played lately that have been genuinely enjoyable. Go figure.

Sure, a bunch of these games aren't due to be released until the summer. Sure, a lot of them will require serious computers to get them to run fluidly. Sure, Ivan just keeps picking his nose and eating the boogers thinking I don't see him. But that's all fine, because there's some gold at the end of the rainbow that comes in all shapes and sizes. From the inventive gameplay of *GTA3* to the amazingly open-ended and organic *Morrowind* to the refresher crack product known as *Counter-Strike: Condition Zero*. We as PC gamers have a lot to look forward to.

Now if I can just get E3 cancelled...

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.



Featured Preview ::

037 :: Y Project

Also In This Issue ::

038 :: Preview: Galactic Civilizations

039 :: Preview: Delta Force: Task Force Dagger



Preview: Galactic Civilizations

Welcome yourself back into the wonderful world of galactic 4X games.



Preview: Delta Force: Task Force Dagger

NovaLogic signs you up for a hitch in Afghanistan.

Editor's Most Wanted ::

- 1 ::** Ali Landry
- 2 ::** A hawk that will fetch me a beer
- 3 ::** Lord of the Rings: The Two Towers
- 4 ::** Grand Theft Auto 3 for the PC
- 5 ::** Crabs for the turdhole that dented my car

Office Abuse ::

Everyone at IGN knows who dented Dan's car. If we liked him, we'd tell him who it was.

**PC :: Preview**
Y PROJECT

Open-ended FPS done German style...No lederhosen, but plenty of nasty mutant insects.

Deutschland's own Westka is gathering Europe's most prolific game talent to craft its *Y Project*. Powered by the absolute latest and greatest in *Unreal* technology, the *Y Project* is a genetic experiment on insects that has gone horribly awry. Some 200 years into the future, a group of humans will colonize an alien world, Eden. To aid in the settling, these people will augment bugs for terraforming and agricultural purposes. After a while, some of these critters escape, evolve, and then come back 70 years later to play in a not so friendly kind of way.

This open-ended *Deus Ex* or *System Shock 2*-esque first-person action/RPG is ambitious to say the least. The next-generation *Unreal* technology employed is impressive...really impressive. The sprawling city in which the game takes place is fully articulated: from walls, to doors, to panels on the floor, nothing in the *Half-Life* likened, seamlessly generated world of *Y Project* will be a mere textured polygon. The days when corridors were synonymous with long stretches of straight, flat, and bland walls are long gone. Wires dangle, notches in materials are fully discernible, and everything has parts and pieces.

"We wanted to bring a game for the international market and not a tiny micro-managed German game," says project manager Thomas Schaefer. To this end, Westka has taken on an army of professional designers to work on the title. In addition to the standard array of programmers, level designers, and other game related artists and personnel, the company has enlisted legions of architects, costume designers, cinematographers, and other audio and visual engineers. It's hoped that the movie-like production levels that are being dumped into the game will establish it as an alpha male among its peers.

With as much technical effort as is being put into *Y Project*, it should be surprising to know that there is an equal or greater amount focused entirely on gameplay. The title starts with a bang: in a time of great celebration for the people of Eden, the aforementioned human-sized bugs quickly and viciously invade the planet's only real habitation, a tight, vertical, and densely populated city. With their populace devastated and their city in ruins, the rest of the colonists frantically scurry about trying to find answers and order while just plain surviving.

You'll be torn between two factions (science and military) and will have to evolve and advance your character through interactions and personal decisions that dynamically affect the outcome of the game: go in Rambo,

go in stealth, go in a computer whiz, go in a conversationalist. Whatever the case, yours promises to be an adventure of RPG proportions that comes fueled by the latest in technology, the best of European know-how, and millions of dollars in backing.

Let's hope all the ambition and professionalism translate into a quality product come late 2003. – **Ivan Sulic** ■

**Details ::****Publisher ::** TBA**Developer ::** Westka**Genre ::** First-Person Shooter**# of Players ::** 1**Release Date ::** Late 2003



PC :: Preview

GALACTIC CIVILIZATIONS

Welcome yourself back into the wonderful world of galactic 4X games.

Although real-time strategy games seem to have taken control of the market in recent years, there has been a resurgence of turn-based strategy games, especially in the subcategory of 4X games. You know, the whole explore, expand, exterminate, and one that may or may not be exfoliate, but is more likely exploit. Basically, you colonize and conquer the world or the universe. These seem to be making a small come back with the addition of *Master of Orion III*, *Civilization III*, as well as the focus of this rambling mess, *Galactic Civilizations*.

The premise behind this interesting game is that players are in control of humans as they burst onto the space faring scene. After being contacted by other galactic civilizations and receiving their warm apple pie "you may very well be our slaves soon" sort of welcome to the neighborhood, the ever adapting humans sit down and get to work in order to become a force in the galaxy. Unfortunately for the galaxy, the reckless humans discover hyperdrive and share it with everyone, effectively breaking down the distance barrier that was the only thing keeping everyone from all out war. Thus, the game begins as communications have been cut off; Earth has to assume the worst, and preparations begin for colonizing our sector of space.

The basics are as you would expect. Set out as the humans (they're the only playable race here) to conquer the galaxy through various means. A balance of ideals is necessary for success, but Stardock is very set on making it a definite option to play through the game with minimal conflict. Winning by virtue of political power, economic dominance, or technological superiority is part

of the plan. Of course all of you warmongers out there will certainly have the chance to enslave and dominate the galaxy by force.

Random events and cutscenes will assure that you don't play the same game twice, as will galaxy sizes that range from tiny one-to-two hour long games to gargantuan maps that could take a couple of months to finish.

Perhaps one of the most effective ways of giving the game extended life is to give users easy to use tools to create random events, new ships, new political policies, and more. After the game launches and gets going, Stardock plans on having people dedicated to searching through the player made files and implementing ones they feel fit with the game in patches.

Look for an open beta this summer and the release this fall. — Dan Adams ■



Details ::

Publisher :: Stardock

Developer :: Stardock

Genre :: Turn-Based Strategy

of Players :: 1

Release Date :: September 2002



PC :: Preview

DELTA FORCE: TASK FORCE DAGGER

NovaLogic signs you up for a hitch in Afghanistan.

At the end of May, NovaLogic's taking you to the deserts of Afghanistan and putting you in charge of ten different special operation soldiers. This new role tasks you with combating the forces of terrorism in a manner resembling, but nevertheless legally distinct from, the real Operation Enduring Freedom being conducted in Afghanistan.

Gamers can become members of any of ten elite special forces teams around the world. (This is a big boost for those of us who don't meet the height requirement for the Ranger program or who are too "manly" for the Green Berets.) You can also do a turn as a member of SEAL Team 6, CIA Spec Ops, SAS 22, Australia's SASR, and others. Naturally, you can play as a member of SFOD-DELTA as well. You'll be equipped with at least a few of the weapons in the game's arsenal – 17 of which are new guns to the series. UAV craft let you gain reconnaissance and call in air strikes on your enemies.

While they don't claim to recreate any actual missions, the developers are at least *basing* most of the missions on the operations and locations of Operation Enduring Freedom. SAM sites, airports, enemy convoys and rebel headquarters will all be found on your objectives list at one point or another. Gamers will be asked to take the point in dangerous recon missions, find and "neutralize" key enemies, and sneak in to and capture enemy installations. Along the way you may even have to protect and escort non-combatants through dangerous areas.

While the deserts of Afghanistan are your primary playgrounds here, there's quite a bit of variety in each of the game's three major campaigns. The campaigns take



you from the plains of Kandahar to the claustrophobic streets of Mazar-i-Sharif. And finally, for the outdoorsy sort, the third campaign takes you to the mountain passes and secret tunnels of Tora Bora. Each of the three areas has its own campaign composed of around 10 missions.

The casual observer might conclude that NovaLogic's just trying to capitalize on a topical issue, but NovaLogic's not pushing the Afghanistan setting in their marketing strategy. For them, it's not about courting controversy – it's about enriching the *Delta Force* experience for the existing fans.

With a price tag of \$30 and no need to purchase the previous *Delta Force* game, *Task Force Dagger* will be hard to pass up. You can check out the game yourself when it ships at the end of May. We should be getting a playable version in by the middle of next month, and you can expect a full hands-on preview on IGNPC then.

– Steve Butts ■



Details ::

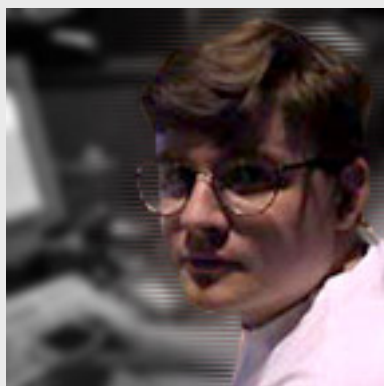
Publisher :: NovaLogic

Developer :: Zombie

Genre :: Tactical Shooter

of Players :: 16

Release Date :: May 2002



Jeremy Conrad

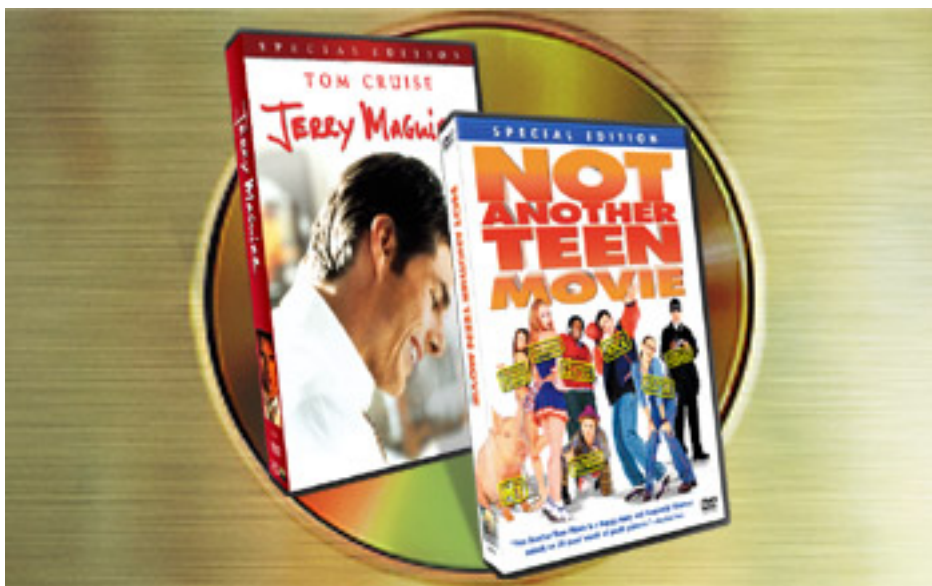
This Month in Entertainment ::

This April has a strange feeling: it's almost as if everyone is bracing for the coming storm in May. *Ice Age*, *Blade 2*, and *Panic Room* are still burning up the box office, and the DVD community is still recovering from the announcement of not one but two multiple-disc sets for *The Lord of the Rings: The Fellowship of the Ring*. In theaters this month, *The Scorpion King* is on the way for The Rock's rabid fans, and the bizarre film *The Salton Sea* also washes ashore.

As for DVD, Columbia TriStar kicks into gear with special editions of *Jerry Maguire* and *Not Another Teen Movie* as well as the first DVD release of Michael Mann's *Ali*. There's also an excellent special edition of *The Usual Suspects* on shelves this month.

Just think, in less than thirty days we'll have both *Spider-man* and *Star Wars Episode II: Attack of the Clones* in theaters and *Harry Potter and the Sorcerer's Stone* on DVD.

Now open 24 hours!
<http://entertainment.ign.com>



Featured DVD Previews ::

041 :: Jerry Maguire (SE), Not Another Teen Movie (SE)

Also In This Issue ::

042 :: Movie Previews - The Salton Sea, The Scorpion King

044 :: Gear Previews - XPlay, Notmad



Movies: The Salton Sea

If you're looking for truth, you've come to the wrong place.

Editor's Most Wanted ::

- 1 :: Star Wars: Episode II
- 2 :: Natalie Portman
- 3 :: The Lord of the Rings: SExtE (DVD)
- 4 :: Star Wars: Galaxies (PC)
- 5 :: Harry Potter (DVD)



XPlay: iPod, Meet Windows

Apples? We don't need not stinking Apples!

Office Abuse ::
 Jeremy has an Episode II
 countdown clock on his
 PC desktop.



DVD :: Preview
JERRY MAGUIRE: SE ::



The Cameron Crowe favorite is finally seeing the Special Edition that its fans have demanded. On April 30, Columbia TriStar will release a two-disc set packed full of goodies that guarantee to show you the money.

DISC ONE ::

- Audio Commentary with Director/Writer Cameron Crowe, Tom Cruise, Renée Zellweger and Cuba Gooding, Jr.

DISC TWO ::

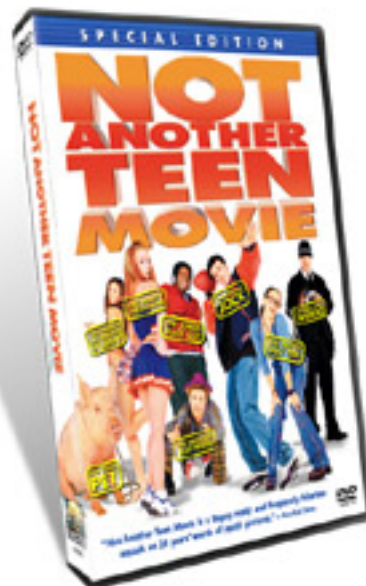
- Deleted Scenes with Optional Commentary by Director and Editor.
- Video Commentary with Director Cameron Crowe, Tom Cruise, Renée Zellweger and Cuba Gooding, Jr.
- Music Video: "Secret Garden" by Bruce Springsteen.
- Exclusive Featurette "How to Be A Sports Agent" Featuring Footage with the "Real" Jerry Maguire, Sports Agent Drew Rosenhaus.
- Rod Tidwell Commercial Featuring Cuba Gooding, Jr.
- Rehearsal Footage with Optional Commentary by Director and Editor.
- Mission Statement.

DVD Info ::

Price :: \$27.95

Release :: April 30, 2002

DVD :: Preview
NOT ANOTHER TEEN MOVIE: SE ::



The raunchy spoof of teen comedies is making its way to DVD on April 30 in the form of a decent special edition. In addition to the standard Dolby Digital 5.1 audio and 1.85:1 anamorphic widescreen transfer, you'll find the following special features on the DVD:

DISC FEATURES ::

- Filmmaker's Commentary.
- Cast Commentary.
- Teen Movie Factoid Track.
- 18 Deleted Scenes including the Original Ending.
- Three behind-the-scenes featurettes.
- Unrated version of Marilyn Manson's "Tainted Love" music video.
- Joel Gallen's first short film.
- Test your teen movie IQ.
- Auditions Montage.
- Meet The Cast Promos.
- The Yearbook.
- Theatrical Trailers.

DVD Info ::

Price :: \$27.95

Release :: April 30, 2002

**FilmForce Movie :: Preview**
THE SALTON SEA

If you're looking for truth, you've come to the wrong place.

This flick gets its name from a little known body of water in Southern California. At 226 feet below sea level, it is one of the lowest points in the U.S. As there is no outlet from this sea, water can only be removed by evaporation. This results in a salt level more than 25 percent higher than the Pacific Ocean. There is a peculiar density to the water and an eerie stillness to the vast Salton Sea.

This landscape is the backdrop for a brutal crime when an innocent woman, caught in the wrong place at the wrong time, ends up dead at the hands of masked gunmen. Her husband's life is left in ruins, and his every waking moment is haunted by the recurring imagery of the murder he witnessed but was powerless to prevent. He is alive, but lifeless.

The Salton Sea is billed as a character-driven crime thriller about an unlikely hero entangled in a web of deceit and treachery. Full of unexpected twists and turns, this is a compelling and emotionally charged story about loss and recovery set to the lonely resonant tones of jazz great Miles Davis' horn.

Val Kilmer stars as Danny Parker, a man who is searching for redemption but is consumed by a sense of loneliness and alienation. Following the death of his wife (played by Chandra West), he drifts into a seedy underworld inhabited by an eclectic cast of characters united by their drug of choice: crystal meth. An accomplished jazz musician, Danny is now nothing but a low-life "tweaker." He becomes determined to pull himself out of this underworld before he goes insane.

Danny comes up with a plan to serve as the middleman in a big drug deal. With the help of his friend Jimmy "The Finn" (Peter Sarsgaard), Danny is introduced to Pooh-Bear (Vincent D'Onofrio), a deranged methamphetamine baron with a penchant for sadistic recreational games, who seals the deal. But in this twisted world, nothing is as it seems, and no one is who he or she appears to be.

The Salton Sea also includes some interesting appearances: rocker Meat Loaf as 'Bo,' a shady druggie; in his acting debut Josh Todd, the lead singer of the band Buckcherry, as 'Big Bill,' one of Pooh-Bear's sidekicks; Tony Award-winning B.D. Wong as 'Bubba,' a cowboy with crystal meth connections.

The film is produced by Frank Darabont (*The Green Mile*, *The Shawshank Redemption*), Eriq La Salle (*E.R.*), Ken Aguado, and Butch Robinson. Thomas Newman composed the heavily jazz-influenced score. — **Brian Linder** ■

**Movie Info ::**

Genre :: Thriller

Rating :: R for strong violence, drug use, language, and some sexuality.

Release Date :: April 26, 2002

Starring :: Val Kilmer, Peter Sarsgaard, Vincent D'Onofrio

Director :: D.J. Caruso

Writer :: Tony Gayton



FilmForce Movie :: Preview

THE SCORPION KING

Warrior. Legend. King.

The Scorpion King is set 5,000 years ago in the notorious city of Gomorrah, where an evil ruler is determined to lay waste to all the nomadic peoples of the desert. The few remaining tribes, never natural allies, have to unite or perish. Knowing their enemy relies on the visions of a sorcerer, they hire a skilled assassin, Mathayus (The Rock), to eliminate the visionary. After infiltrating the enemy camp, Mathayus discovers that the sorcerer is in fact a beautiful woman (Kelly Hu). Rather than eliminate her, he takes her deep into the desert badlands, knowing that the ruler's henchmen will stop at nothing to rescue her and bring her back. Seriously wounded in the ensuing battle, Mathayus must find the strength to lead his scrappy band of allies back to Gomorrah for a final confrontation.

Bernard Hill, Grant Heslov, Ralf Moeller and Peter Facinelli also star in this *Mummy* spinoff. *The Scorpion King* features a hard rocking soundtrack with new music from P.O.D., Godsmack, Creed, Mushroomhead, and more. The WWF's Vince McMahon serves as executive producer on the flick. – **Brian Linder** ■



Movie Info ::

Genre :: Action/Adventure/Fantasy

Rating :: PG-13 for intense sequences of action violence and some sensuality.

Release Date :: April 19, 2002

Starring :: The Rock, Michael Clark Duncan, Kelly Hu

Director :: Chuck Russell

Writer :: Stephen Sommers, Will Osborne, David Hayter, Jonathan Hales



Gear :: Preview

iPod, Meet Windows

Apples? We don't need no stinking Apples!

There's a lot to be said for first-party software. Not only is it free, but it also typically works better than third-party counterparts. However, now and again original software simply doesn't do the trick. And I don't mean it works shoddily; I mean that it cannot work – at all. Such was the case when Apple announced the iPod. The complete lack of Windows support raised a lot of eyebrows, and rightfully so, seeing as Windows users far outnumber Mac users. I understand the whole point of the pride thing, but I think it was a real blunder. I love the iPod, but without PC support...

Thankfully, Mediafour has stepped up to take care of us Microsoft zombies with *XPlay*. Very simply, *XPlay* allows anyone running Windows 98SE, Me, 2000, or XP to use the iPod. And if you're running 95, well, if you're running 95 you've got bigger problems than finding a MP3 portable. While you don't get some of the niceties of the native Mac compatibility – the iPod won't automatically import newly created files upon connection – most of the features are present, including the ability to use the iPod as a generic FireWire drive.

Keep in mind that this is a look at the most recent version of the preview software, which is Technology Preview 5. You can download a preview copy at the Mediafour site (<http://www.mediafour.com>). I will reserve final judgment for the finished software, which should be available for download in late May, but, unless the wheels fall off in the meantime, Mediafour should have quite a hit on their hands.

You already know what you need in terms of software, but the hardware aspect is similarly important. Remember that the iPod communicates via FireWire exclusively. This will be a slight problem for some PC users, as few of our beige boxes come equipped with this high-speed port. Fortunately, FireWire cards are getting more affordable by the day. If you want to keep your bases covered, a FireWire/USB 2.0 card can be had for under \$100.00.

In terms of operation, *XPlay* couldn't be simpler. While connected, the iPod shows up as a drive under My Computer. Instead of a generic letter, it is actually called iPod, which makes it easier to find if, like me, you've got several drives running. When double clicked, you find five items: Desktop Folder, iTunes 2 for OS 9, iTunes 2 for OS X, XPlay Music, and a PDF file. Of course, you want to head straight for the XPlay Music folder. Double click that and you gain access to four items: Albums, Artists,

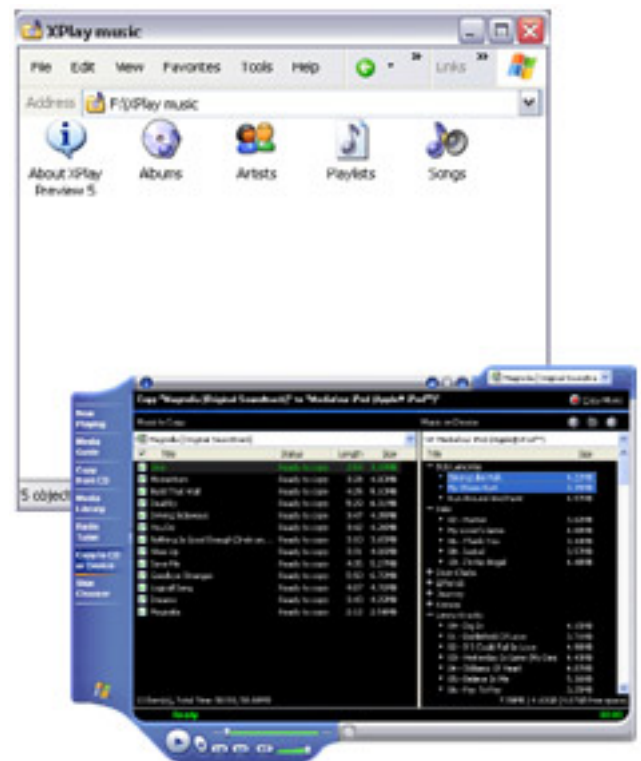
Playlists, and Songs. You then simply drag and drop MP3s into the Songs folder and let the software work its magic.

The software automatically creates the contents of the Artists and Albums folders. Of course, untagged files will only live in the Songs folder on your desktop, but, if you're careful with your digital music, this shouldn't happen very frequently. Once songs are transferred, you can edit, delete, and create playlists at will.

Once your songs are on your iPod, it organizes them just as if you'd used iTunes. After all, it is simply reading ID3 tags, which are the same no matter which platform you happen to use.

Seeing that this is a third-party creation, it's not perfect. Most importantly, you'd do well to befriend a Mac user in case your iPod crashes hard and the firmware must be restored.

So far, my experience with *XPlay* has been terrific. However, keep your eyes open for a full review on IGN Gear next month. – **Mike Wiley**





Gear :: Preview NOTMAD AT ALL

The third-party madness continues with a solution for you Creative types.

Apple might have raised the bar last year with the iPod, but the competition caught the scent and is on the trail. Back at CES, two impressive players were introduced: the Nomad 3 and the Rio Riot. Unfortunately, the Riot turned out to be more bark than bite, as anyone who's read my review (<http://gear.ign.com/articles/356/356405p1.html>) on IGN Gear knows, but the Nomad 3 is looking as hot as ever. Still on schedule for a spring release, this jukebox may have what it takes to take the title from Apple. And while Creative has always been pretty good with software, Red Chair Software thinks there's room for improvement - plenty of room.

Red Chair Software are the people behind the smartly named, if not somewhat sour sounding, *Notmad Explorer*. While the *Notmad* program has been available for a while, Version 3 was just released. And, of course, the company is looking forward to the prospect of MP3 fans using their software with the new Nomad 3. What makes them think people will abandon the first-party software in favor of *Notmad*? Well, they have a cool logo, but, more importantly, their software is much more robust than the *Creative PlayCenter*.

Firstly, I should warn you that this is not freeware. You can download a light version at the Red Chair site (<http://www.redchairsoftware.com>), but it is seriously handicapped. The software is available in four configurations, ranging from free to \$35.00. Before you go looking for a crack on *Morpheus*, keep in mind that this is a small company trying to make ends meet, so don't be a dick about it.

The main draw of the *Notmad* software is that it allows you to manipulate your Nomad with a *Windows Explorer*-type interface. Instead of going through the *PlayCenter*, you can simply treat your Nomad as a standard drive. It also shows up within navigation as a non-MP3 digital audio destination, which allows for the transfer of files, folders, and playlists by drag-and-drop, copy-and-paste, and SendTo. As handy as the easy navigation is, it's really only the tip of the iceberg.

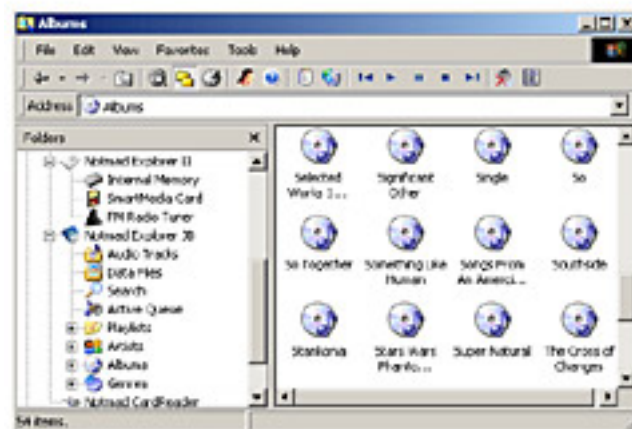
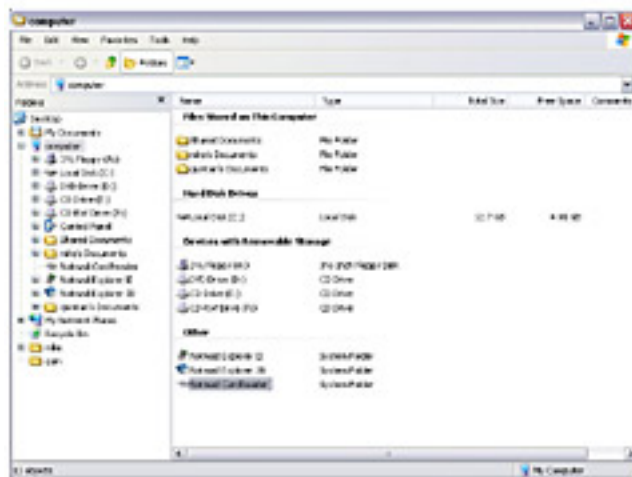
The software also has a full-on browser. With this feature you can browse and search your Nomad with *Explorer*-like ease. You can even set it up on a network and share files with friends - or enemies if you'd like to send a virus.

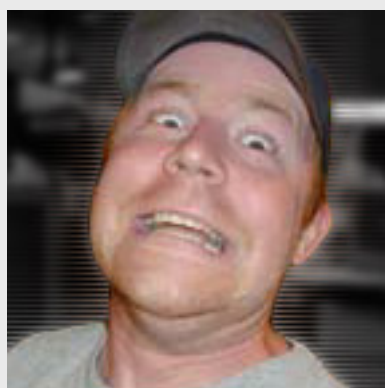
One of the slickest features is the software's ability to stream music from the player to your PC. This is extremely convenient if, like many users, you have more than one PC

but don't want to store everything twice. You can simply connect the Nomad and control the stream with *Winamp*. (Support for *MusicMatch*, *RealOne*, *dBpowerAMP*, *Windows Media Player*, and *Sonique* is coming soon.)

I will be reviewing the Nomad 3 before too long on IGN Gear. Expect to see a comprehensive review of the most recent version of *Notmad* at that time. Until then, there's always the free trial download. - **Mike Wiley**

redchair
software





Chris "El Sexo" Carle

This Month in Codes ::

Spring is upon us. When us editor-types aren't out pollinating flowers, waking up bears and painting Easter eggs, we're playing games. Good games. And digging up even better codes. On the docket this month are some fresh codes for *High Heat*, the import *Resident Evil*, everyone's favorite, *Virtua Fighter 4*, and the brand-spanking new *Jedi Outcast*. And what spring season would be complete without a full slate of mind-blowing *State of Emergency* codes?

Fulfilling an earlier promise, we have the second half of our PlayStation 2 *Harvest Moon: Save the Homeland* guide. In this installment, we give you hints on how to see every last ending in the game, plus tons of recipes to keep the townspeople happy and well fed. So grab your hoe, and let's get tillin'. It's Harvest time!

For more codes, guides, corpses & more, visit
<http://codes.ign.com> or
<http://guides.ign.com>.



Featured Guide ::

050 :: Harvest Moon: Save The Homeland... Part 2

We explore the multiple endings and down home cookin'.



Resident Evil - Import (GCN)

Hidden costumes, real survival mode, get the rocket launcher and more.



State of Emergency (PS2)

Unlock characters (the easy way), mission select, unlock weapons and much more.

Editor's Most Wanted ::

- 1 :: FIFA World Cup 2002 (Xbox)
- 2 :: Spider-Man (Xbox)
- 3 :: Animal Forest (GCN)
- 4 :: Hunter: The Reckoning (Xbox)
- 5 :: Armada 2 (PS2)

Office Abuse ::

Chris once got pantsed in front of his religion class... in the third grade.



Star Wars Jedi Knight II: Jedi Outcast (PC)

Enable Cheats

Press and hold the SHIFT key, then press ~ (tilde) to open the console. Repeat the process to close it. Then type this in the console: HelpUsObi 1, and press ENTER. This will enable all cheats.

Cheat List

god - *God Mode*
noclip - *Noclip Mode*
give all - *Get all weapons*
notarget - *Enemies can't see you*
timescale x - *Speed up or slow down the game (x = 1 is regular speed; x = .5 is half speed; x = 2 is double speed)*
map saberColor 1, 2, 3, 4, 5 etc.

Get Force powers with these cheats (Note: they can be set to level 1-3):

setForceJump
setSaberThrow
setForceHeal
setForcePush"
setForcePull"
setForceSpeed"
setForceGrip
setForceLightning
setMindTrick
setSaberDefense
setSaberOffense
setForceAll

Resident Evil (GCN)

Hidden Costumes

Beat the game with either Chris or Jill to get the closet key. You will find it in your item box when you start a new game, and you can use it to put on some sexy new costumes for Jill – and to get some new duds for Chris as well.

Real Survival Mode

The hidden mode, Real Survival, is unlocked automatically when you beat the game with either Jill or Chris. Basically, it gets rid of the magical ability of the item box, so if you put an item into one item box, you can only take it out of the same one – no magical beaming. This makes the game a whole lot more difficult...but also a lot more tedious.

Rocket Launcher

Remember the Rocket Launcher? To use this ultra-powerful weapon you have to beat the game once with either Chris or Jill in less than three hours. It's tough, but it can be done. Once you've completed the game (don't forget to save!), you can start a new one with the Rocket Launcher to really kick some zombie ass.

Samurai Edge

Beat the game with either Chris or Jill in less than five hours (total playtime) and you'll be able to use a powerful new weapon, the Samurai Edge.



High Heat Major League Baseball 2003 (PS2)

Unlock Game Editor (Ball Cannon/Game State Modes)

This is one of the cooler button press codes around. It allows you to access the game editor, which lets you set up any specific game situation. Choose what teams are playing, the location, the inning, the score, etc. Set up classic showdowns, throw impossibly blazing pitches, set up interesting bottom of the ninth situations and more!

To turn on the code, go to the pause menu and press SQUARE, SQUARE, CIRCLE, CIRCLE, L1, R1. You will hear a chime. Then press all four shoulder buttons (R1, R2, L1, L2) to activate the code.

This will turn on both Ball Cannon, which allows you to control the speed and direction of the pitch, and Game State, which allows you to set up the specific game situation.

State of Emergency (PS2)

Unlock Bull the Easy Way

To unlock Bull, press RIGHT, RIGHT, RIGHT, RIGHT, X while playing Kaos Mode.

Unlock Freak the Easy Way

To unlock Freak, press RIGHT, RIGHT, RIGHT, RIGHT, CIRCLE during Kaos Mode gameplay.

Unlock Spanky the Easy Way

To unlock Spanky, press RIGHT, RIGHT, RIGHT, RIGHT, TRIANGLE during Kaos Mode gameplay.

Unlock the Policeman

To unlock the policeman, press and hold L1, then press R2, R2, L2, R1.

Big Player

To make yourself the BMOC, press R1, R2, L1, L2, TRIANGLE during gameplay. Your character will be bigger and beefier.

Small Player

To make the player small, press R1, R2, L1, L2, X during gameplay. Mini-me, you complete me.

Normal-Size Player

To make your player normal-sized again, press R1, R2, L1, L2, CIRCLE during gameplay.

Invincibility

To become invincible, press L1, L2, R1, R2, X during gameplay. Your character will be impervious to pain and injury.



State of Emergency (PS2) cont.

Knock Off Someone's Block

To give punches that extra oomph needed to separate a head from a body, press L1, L2, R1, R2, SQUARE during gameplay.

Mission Select

To select a specific mission, press L1, L2, L2, L1, X during gameplay

More Looting

To increase the amount of looting that takes place, press R1, L1, R2, L2, TRIANGLE during gameplay.

Skip the Current Mission

To skip a particularly difficult mission, go to the mission giver. During his mission briefing, press LEFT, LEFT, LEFT, LEFT, TRIANGLE to skip the current mission.

Unlimited Ammo

To get unlimited ammo, press L1, L2, R1, R2, TRIANGLE during gameplay. Your guns will never want for bullets.

Unlock All Weapons

To unlock all weapons, press L1, L1, R2, R2, X during gameplay.

Virtua Fighter 4 (PS2)

Change Title Screen Wallpaper

Go into the options menu and press L1 or R1 to change the background.

VF1 Character Models

Create a new character in Data File and then build it up to 1 Dan. Then, when you go and select your character in versus or arcade mode, press and hold Punch and Kick when the game loads. You should have a VF1 character model.

Dogma: Special Edition (DVD)

Jay and Silent Bob action figure fun! (submitted by travis)

Disc 1: Select Scene Selections - Hit More until you're at the last page - Hit the number '3' twice on your remote control - Sit back and watch 'How Jay Thinks Kevin Directs' as acted out by the Jay and Silent Bob action figure theatre.

Disc 2: Select Deleted Scenes - Hit More until you're at the last page - Hit the number 2 and then 4 on your remote control - Sit back and watch 'How Kevin thinks Jay acts' as acted out by the Jay and Silent Bob action figure theatre.

NOTE: You may have to hit 'ENTER' after each number on some players.



HARVEST MOON

Save The Homeland



GUIDE :: PART 2

If you bought *Harvest Moon: Save the Homeland* when it came out, you've likely already discovered at least one of its endings by interacting with townspeople, participating in area events, and giving gifts. But did you know there are nine different endings available? Luckily, *Harvest Moon* allows you to continue playing once you've earned an ending...allowing you to see all nine. In this Unplugged mini-guide, we'll tell you who you need to befriend and what you need to do in order to see each one.

We'd also like to clear up some dating rumors...namely the marriage issue. It's true; this installment of *Harvest Moon* does not allow you to take a wife. Fortunately, there are still ladies out there, so if you're a farmland player (as I was in *HM 64*), you'll still find plenty to do, romance-wise, in this quiet resort community. What will all of this love and attention get you? Well, if you're sweet to the right honeys, you'll get a shot at one of the many endings...and that's about it. We'll show you how in the pages that follow. And for those of you who managed to scrape enough paper together to purchase the kitchen extension, we'll share some of our favorite recipes. ▶



DOWN HOME COOKIN'

So you got your kitchen extension, but all you can make is gray lumps of non-food. Never fear, IGN Guides is here! Our culinary wizards have compiled a complete list of all the available recipes in the game. Use the specified cookware and ingredients to produce the correct dish.

FRYING PAN ::

Simple Omelet: Egg + Milk

Sunny Side Up: Gold Egg (alone)

Fruit Omelet: Egg + Egg + Very Berry or Blueberry

Vegetable Omelet: Egg + Egg + Tomato, Corn, Breadfruit, Potato, or Corn

Cheese Omelet: Egg + Egg + Cheese

Mixed Omelet: Egg + Mushroom

Pancakes: Breadfruit + Milk + Egg

Cooked Fish: Small Fish (alone)

Special Fish: Large Fish + Milk + Herb

OVEN ::

Flan: Egg + Milk

Fruit Flan: Egg + Milk + Very Berry or Blueberry

Cake: Sm. Milk + Breadfruit

Fruit Cake: Milk + Breadfruit + Very Berry or Blueberry

Cheese Cake: Gold Egg + Gold Milk + Breadfruit

Honey Cake: Breadfruit + Honey + Egg

POT ::

Hot Milk: Sm. Milk

Yogurt: Med. Milk

Cheese: L. Milk

Special Cheese: Gold Milk

Cream of Tomato Soup: Tomato + Milk

Cream of Mushroom Soup: Mushroom + Milk

Creamy Soup: Potato + Milk

Corn Soup: Corn + Milk

Bouillabaisse: Fish + Milk

Cranberry Jam: Cranberry + Cranberry + Cranberry

Blueberry Jam: Blueberry + Blueberry + Blueberry

Very Berry Jam: Very Berry + Very Berry + Very Berry

Mixed Berry Jam: Any combo of two or three berries

THE ENDINGS

The ending that you earn in Harvest Moon is based on a number of factors, but the main one is the relationships you form during your interactions with the quiet folk of this resort community. Refer to the manual (or February's Unplugged) to find out what each villager likes, then give him/her gifts constantly. This will bring about uncommon events. Participate in each person's little quest in order to bring about a different ending.

Note: Each quest takes a varying amount of time. Some will take as little as three weeks, and others will stretch on for months. You can speed up the process by completely focusing on achieving a specific path. In the descriptions below, we'll tell you who you need to talk to and give hints on what you need to do to bring about your desired ending.

1. TREASURE HUNT 1 ::

Be friendly to Tim by giving him eggs and sometimes sweets (eggs are cheaper, though). Eventually, he'll show up at your house one morning with a treasure map. When he asks you to join him on a treasure hunt, say, "yes." On the treasure hunt, you will find toys that Tim's father buried when he was a child.

Continue with your life, paying special attention to Tim and Bob. Tim will eventually return to your farm with a real treasure map, which he'll leave with you. Take the following days to get on extra-good terms with your dog. When Tim is up at Clove Villa (usually from 11 am-2 pm), take your dog there. If the time is right, and you are well loved by your dog and Tim, your pup will find a path to the Sacred Land. In the Sacred Land, you'll find a bag of seeds. Take these sacred seeds and plant them in the plot next to the flower shop. Water them every day until you earn the Treasure Hunt ending.

2. TREASURE HUNT 2 ::

This quest is exactly like the one above to a point. Once you get the second map, instead of taking your dog to Clove Villa, you just need to visit that farm alone...a lot. Make sure you are good friends with Dia and Maria. Visit them every day...especially Dia (she likes fruit, mainly blueberries).

Once you become friends with Dia, she will make a visit to your farm and take you back to Clove Villa with her. She ►



shows you a bag of special seeds she found. As with the above quest, take the seeds and plant them next to Lyla's shop. Water them every day until you get the ending.

3. CAKE CONTEST ::

Katie is key to the Cake Contest. Locate and befriend her - she works at the Cafe near the lake. Bring her plenty of gifts. She is especially fond of fruit, cookies and flowers (what girl isn't?). Once you have her heart, she'll tell you about the cake-baking contest. She'll explain that she needs a specific recipe. You just so happen to have that recipe at home. Search the shelves of the main room of your house for the book containing it, then take the book back to Katie.

Once she has the book, get together some Golden Eggs and Golden Milk from your livestock (you'll have to be very good at taking care of your animals for them to yield quality milk like this). Once you have the items, check back periodically at the Cafe to test the recipe. Eventually, you'll be instructed to get a book from Clove Villa. Head over there and befriend Dia to get it. Once you have it, take the book and give it to Katie.

Keep checking in, and ultimately she'll instruct you to show up at the Goddess Lake at a specific time. Be there when she says and you'll have an opportunity to make the Moondrop Dew for yourself. Otherwise, the Cafe will make it. Check back there one more time for a final cake sampling...then it's off to the city for Katie. Once she leaves, about a week will pass, and then you'll get your ending!

4. A FISHY STORY ::

If you fancy fishing, this is the ending you'll want to go after. In order to get it, you'll have to befriend Joe, Kurt, and Woody. If you're friends with Joe, he'll eventually give you a fishing rod. Get good at fishing in the nearby lake, and always be sure to reward Joe with what you catch. After you snag three fish or so, Joe will tell you about a legendary fish he once saw. Keep going back to the water hole and giving gifts to Joe, Kurt, and Woody all the time. Soon you'll learn of a new fishing rod in the tool shop. Once it's there, go buy it immediately and start fishing with the new rod.

Continue to catch fish. Soon you'll learn of another legendary fish, which can be seen by going to the lake at night. Once you see the fish, pay more attention to Kurt. Give him gifts and befriend him, and he'll turn your new



fishing rod into something even better. Do what he says and he'll make you the Rod of Silver Fish (which could be handy in catching a silver fish).

Return to the lake and fish with Joe. You will be visited by the Harvest Sprites, who will tell you the days you can catch this legendary beast. Return to the lake during these times and try to catch it. Aim your cast at the ripples moving around the lake. Once it bites, reel it in the same way you catch any other fish. You will get the Silver Scale for your efforts. In about a week, you'll see the ending you desire.

5. THE BLUEBIRD ::

If you've gotten the flute in the game, you have already completed a segment of this quest. If you haven't, befriend Louis near the lake (he likes eggs). After a couple of gifts, he'll give you the flute. You can use it to teach your dog how to behave, but that's not all!

Keep being Louis' buddy. Return to the lake every day and eventually you'll see a cutscene where you help Louis feed birds. He will tell you about a special bluebird. Could this endangered species help save the homeland? It sure could.

Continue visiting Louis. Visit him on Saturday near the lake and he'll do a little flute solo for you and Lyla. After this happens, it won't be long before Louis shows up at your farm and asks you to play the flute with him. Accept ►



his invitation. This dual-flute show will lead to the appearance of the rare bluebird. This will save the town and end the game.

6. THE AZURE SWALLOWTAIL ::

It's good to befriend Kurt and Lyla to get this ending; it involves another rare creature, the Azure Swallowtail. As you become friends with Kurt and Lyla, they will tell you all about it. Once you hear what they have to say, find Parsley, the wandering plant guy, and befriend him.



A couple of days after you speak to him, both Parsley and Lyla will show up at your farm and tell you all about the Blue Mist Flower Seed. After this, head over to Louis' Shop and he'll show you the camera he's making to take a picture of the Azure Swallowtail. Shortly after this, Parsley will give you the Blue Mist Seed. Once you get it, head to the area next to the Goddess lake. Till the single patch of soil here and plant the Blue Mist Seed. Make sure you return every day to water this plant. Eventually, a flower will sprout. When this happens, the Azure Swallowtail will show up. Keep visiting the flower until you get your ending.

7. THE GODDESS DRESS ::

To get the Goddess Dress ending, spend some time getting acquainted with Gina, the younger maid at Clove Villa. Eventually, she'll arrive at your farm and talk to you about

the Dress. Visit the Goddess Pond, then swing over to the Cafe and befriend Katie. She will soon arrive at your farm to make a sketch of the dress.

When you talk to the Goddess again, she'll tell you about a silk thread. You can get this at Louis' shop for the tidy sum of 3000 G. Take the thread back to the Goddess, and she will promise to deliver some rainbow cloth to you later. Once she does, give the cloth to Gina, and she'll start making the Goddess Dress. If all goes well, there will be a scene where Dia tries on the dress and everything is wonderful. The ladies will show up at your farm so you can see the dress, and about a week later, the game will end.

8. THE ENDANGERED WEASEL ::

The jolly Harvest Sprites are the key to a successful ending in this case, as is Gwen, who lives with her grandfather, the carpenter. As the game progresses, the Harvest Sprites will come and tell you about a white creature that's been harassing them. Later, Gwen will stop by and say it's her weasel...and it's named Snowball. Give gifts to Gwen until she's sweet on you, and soon she'll ask you to take a picture with her at the Goddess Lake. Snowball won't show up for this picture op, but return in a week and the weasel will be there, and you can snap a shot of it. Soon thereafter, Gwen will show up at your farm and a wonderful ending will unfold.

9. THE HORSE RACE ::

Probably the most fun ending in the game, the horse race allows you to earn a horse and (get this) race to save the homeland. The first objective in this quest is befriend Bob. Do this by going to do part-time work for him and feeding him a constant stream of eggs. If you keep going back to his farm and doing work, and he's happy with you, eventually he'll give you a horse.

Once you get your horse, take really good care of it in order to make it love you. Eventually, the horse will let you ride it. The day after, Bob will visit. Keep taking real good care of your horse and riding it all the time. Bob will show up later, once you've got your horse running. Keep training your horse, and Bob will show up to race. Beat him in the race, and eventually Gwen will show up and challenge you. If you manage to beat her, you will be entered in the national race. If you win this, the homeland will be saved! ■

Suck It Down ::



Deep Shaft Stout
(Bottle Conditioned Beer)

Ram Rod
(Famous Ale)

Entire Butt
(English Porter)

Dirty Dick's Ale

IGN @ E³ ::

Get ready to spend some quality time on IGN.com this May when we cover the Electronic Entertainment Expo live from the LA Convention Center. In addition to platform-specific E3 message boards and plenty of hands-on impressions, you can look forward to loads of video clips, including first-person booth tours of all the major exhibitors. E3 officially opens its doors on May 22, but you might want to start camping out on IGN on Monday, May 20. Don't forget to stock up on drinks and prepare your chair for maximum comfort – this one's going to rock.

E³ Calendar

May 20: Microsoft and Capcom Press Conferences
 May 21: Nintendo, Sony, Sega Press Conferences
 May 22: E3 Show Coverage
 May 23: E3 Show Coverage
 May 24: E3 Show Coverage